

# START

#1 Guide To Atari ST

Volume 4, Number 11 June 1990 USA \$14.95 • Canada \$19.95

ON DISK

Crossword Creator  
Warrior ST  
Wordle  
Bugs!  
Fun Pages



DISK INSIDE

## SOVIET GAMES ...AND MORE!

WIN A LYNX!

# 11

HOT GAMES REVIEWED



# Rings of Medusa



## GAME OF THE YEAR 1990?

You'll love  
this game—  
We  
guarantee it!



Discover on your own if this claim is true as you, the young Crown Prince of Morenor, challenge the evil goddess Medusa. Conduct trade, gamble in the Casino of the Trolls, find treasures, equip an armada of ships and engage in sea battle. Hire and fire warriors for your land army and go into battle. Explore 33 cities, 13 castles and 3 islands. Find the five magic rings of the kingdom and put them together in the Temple of the Athenians. It is your only hope to call Medusa into battle.

- 3500 Kbyte of data, over 500 Kbyte of digitized sound
- Beautiful graphics, excellent strategy and game action
- Weeks and months of game experience

**STAR GAMES**  
708 W. BUFFALO AVE., SUITE 200  
TAMPA, FL 33603

Can't find RINGS OF MEDUSA? For orders only, call: 1-800-783-8023. Retail price: \$49.95. Available for: Commodore Amiga, IBM PC, Easdy, 100% Compatibles and Atari ST. All product and brand names are trademarks or registered trademarks of their respective companies.

# Increase your publishing power.



## Migraph Hand Scanner.

Add scanned graphics to all your projects quickly and easily with the Migraph Hand Scanner.

The Hand Scanner provides a scanning window over 4" wide with four scanning resolutions: 100, 200, and true 300 and 400 dots per inch. It also offers adjustable contrast, three dither settings for scanning halftones, and a special setting for line art.

Build your own library of images. Logos, photographs, books, illustrations . . . provide you with an unlimited supply of art.

**Touch-Up,**<sup>™</sup> Migraph's high resolution image editor, lets you scan and edit your images. Powerful editing tools include crop, invert, resize, flip, cut and paste, multiple zoom levels, a full array of paint tools, and much more.

When your images are "pixel perfect", import them into your favorite ST publishing programs like Calamus, Fleet Street, PageStream, and Publisher ST. In addition, several

save formats let you use your images on the PC and Mac.

**The Migraph Hand Scanner and Touch-Up. Powerful tools for professional publishing.**

See your dealer today for more details or call us direct. Dealer inquiries invited.

For all Atari ST and Mega systems with monochrome or color monitors, 1MB memory and 3.5" DS disk drive.



200 S. 333rd St., Suite 220

Federal Way, WA 98003

(206) 838-4677

(800) 223-3729 (Pacific Standard Time)

# CALAMUS OUTLINE<sup>®</sup> ART

**OUTLINE ART** is a vector-oriented, graphic generation tool. Multiply your creativity through the many functions which you will find in this program.

**OUTLINE ART** supplements the CALAMUS DTP system with a great number of new functions and effects. A extract from the extensive list of functions include:

- A user interface, quite similar to that of CALAMUS.
- Complete Vector Graphics Editor for lines, Bezier curves, control paths etc..
- Capabilities to generate freely-definable raster areas.
- Creation of rayed objects, ie; from a font to a central point.

- Nearly unlimited possibilities for the manipulation of text, characters and text attributes such as:
  - rastered, transparent, outlined, rotated, stretched, compressed and cursive styles...
  - circular text and text along a freely-defined vector path...
  - projection of raster areas and text on vector outlines...
  - conversion of text into vector objects...
  - kerning functions...
- Functions can be freely combined and applied to all CALAMUS fonts.

- Integrated, fully programmable calculator with a pre-defined and extendible library of transformations such as:

- shift, rotate, mirror, enlarge/shrink, project onto a sphere (globe, cylinder, cone), etc..
- An intelligent clipboard and copy functions, allowing the automatic generation of transformation sequences.
- loading and saving in .CVG format (CALAMUS Vector Graphic), making possible the integration into and optimal printing through CALAMUS on all supported output devices in all resolutions.

**In addition, we  
convert CVG to  
EPS file format.**

Note : DynaCADD, our complete 2D and true 3D Computer Aided Design and Drafting Package, allows the importation of Calamus Vector Graphic format, (CVG). Which can then be output through all output options supported by DynaCADD, ie: CAMM-1, Plotters etc.,... An excellent solution for the Sign Making Industry.

**Calamus Outline Art  
has a suggested retail  
price of US \$289.95**

For more information or to place your order, contact your local Atari Dealer or contact us directly at: ISD Marketing, Inc., 2651 John Street, Unit #3, Markham, Ontario, Canada, L3R 2W5, Tel: (416) 479-1880, Fax: (416) 479-1882







# WINNER

- Charles S. Roberts Award - Best 20th Century Computer Wargame
- Apple Developer Award - Best Entertainment Package
- ACE Rated 910 - ACE
- 'a milestone for computer wargames' - Computer Gaming World
- 'sets a standard for other game makers to follow' - Strategy & Tactics
- 'an outstanding product ... it is the state-of-the-art' - Wargamer
- 'a real winner' - Breakout
- 'a sizzler' - ZZAP
- 'Brilliant...Buy this one and buy it NOW' - Fire & Movement

Available for:

Format	Stock No.
• Macintosh	PG104/M
• IBM	PG104/I
• Amiga	PG104/A
• Atari ST	PG104/ST
• Apple IIGS (To Be Advised)	

## Mac Color Upgrade

Version 2.0 supports mono, 16 and 256 colors or greys; is MultiFinder compatible; and will run on a Mac Plus, Mac SE or Mac II. Requires 1Mb of RAM for mono, 2Mb of RAM for color.

Includes the exciting "Clash of Titans" scenario

Upgrades available only to registered users direct from our US or Australian office. Return original disk and ego card, if not already sent. Cost = \$20.00.



Mac II screen dump

**Wanted** - scenario developers for our new Flashpoint project. Contact Dave O'Connor in Australia or Al Vannoy in our US office.

Can't find Fire-Brigade at your local retailer?

North American customers call 1-800-628-7472 for Visa/MC orders (use item stock number when calling) or send order form with check, money order or Visa/MC authorization to our US office. Allow 1 - 3 weeks for delivery. Cost = US\$60.00 for Mac v2.0, US\$50.00 for other formats, plus US\$3.00 shipping and handling per item. (Maryland customers add 5% sales tax). Sorry, no COD orders.

Elsewhere, buy direct from our Australian office - call (062) 81-5150 or fax (062) 47-2943 for Visa/MC/BC orders. Cost = A\$70.00 for Mac v2.0, A\$60.00 for other formats, plus A\$10.00 per item for overseas air mail.

US distributors - for the Atari-ST version call Sideline Software at 800-999-9275. European and Australian distributors - Sideline Software Ltd. Distributor and dealer enquiries welcome. Contact Dave O'Connor in Australia on (062) 81-5150 or Al Vannoy in the USA on (301) 977-3379.

Please send Fire-Brigade ☐ Mac ☐ IBM ☐ Amiga ☐ ST to:

Name \_\_\_\_\_ Tel. \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ ZIP/PC \_\_\_\_\_ Country \_\_\_\_\_

Charge to my ☐ Mastercard ☐ Visa ☐ Bankcard

Account No. \_\_\_\_\_ Exp. \_\_\_\_\_

Signature \_\_\_\_\_

Mail to - Panther Games, PO Box 5662, Derwood, MD 20855 USA  
or Panther Games, PO Box 8, Hughes, ACT 2605 Australia

*Panther packs the punch!*

# Mark Williams Raises C Programming To A New Level.

**New source level debugger, *csd*, cuts development time in half!**

Now, on top of the world's best C compiler, Mark Williams brings you *csd*, the world's only source level debugger for the Atari ST!

With *csd*, you actually debug in C. Forget about trying to find bugs in clunky assembler and struggling with long dumps. *csd* gives you the interactive advantages of an interpreter plus the speed of a compiler. An indispensable companion for Mark Williams C.

Reviewers have been raving about the IBM version of *csd* for years:

*"csd is close to the ideal debugging environment... a definite aid to learning C and an indispensable tool for program development."*

—William G. Wong, *BYTE*

*"This is a powerful and sophisticated debugger built on a well-designed, 'serious' compiler."*

—Jonathan Sachs, *Micro/Systems Journal*

## FEATURES

### Mark Williams C For the Atari ST

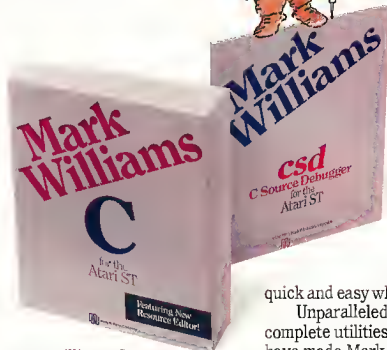
- ★ New! Resource Editor includes compiler/decompiler for direct access to resource text
- ★ New! Peephole optimization—faster compile times and faster code
- Full access to AES/IO Libraries with complete documentation and examples
- Source and object code for RAM disk calls compile time in half
- Integrated edit/compile cycle: editor automatically points to errors
- MicroEMACS full-screen editor with commented source code
- Full K & R plus ANSI extensions
- Microsoft Command Processor, a powerful UNIX style shell
- Complete symbolic debugger and assembler

- Powerful utilities: make, linker, archiver, egrep, sort, diff and more
- Over 600 pages of documentation with more than 100 sample programs

### New! *csd* C SOURCE DEBUGGER:

- Cuts development time in half!
- Debug in C source code not assembler
- Provides separate source, evaluation, program and history windows
- Ability to set trace points and monitor variables
- Can interactively evaluate any C expression
- Can execute any C function in your program
- Trace back function
- On-line help screens

MARK WILLIAMS C FOR THE ATARI ST: \$179.95  
*csd* C SOURCE DEBUGGER: \$69.95  
60 DAY MONEY BACK GUARANTEE



**WE'VE UPPED COMPILER PERFORMANCE, TOO!**

Our new **Resource Editor** makes creating window driven interfaces with icons, alerts, pull down menus and dialogue boxes a snap. And its exclusive compiler/decompiler lets you directly access resources, making changes

quick and easy while simplifying project management.

Unparalleled compiler speed, fast, compact code, complete utilities and outstanding documentation have made Mark Williams C the preferred compiler for the Atari ST. Reviewers enthusiastically agree:

*"Mark Williams C may be the best implementation of C on the Atari ST to date... not only for the experienced, professional developer, but also for the weekend programmer."*

—George Miller, *COMPUTE!'S Atari ST Disk and Magazine*

*"... the all-around best choice for serious software development on the ST."*

—Douglas Weir, *Analog Computing*

## COUNT ON AN UPSTANDING REPUTATION.

Mark Williams has been producing and improving quality programming tools since 1976. A good reason why the Mark Williams C compiler is the one chosen by Atari. And just one more reason you should choose Mark Williams, too.

## SPECIAL UPDATE OFFER AVAILABLE NOW!

If you already own Mark Williams C, a special update offer is available for version 3.0 and *csd* by calling Mark Williams. If not, there's never been a better time to ask your Atari dealer about Mark Williams C and *csd*. Or you can order by calling 1-800-MARK-WMS



Mark  
Williams  
Company

601 North Skokie Highway, Lake Bluff, Illinois 60044

© 1988 Mark Williams Company

# START<sup>®</sup>

#1 Guide To Atari ST

JUNE 1990

VOLUME 4, NUMBER 11



GRETZKY CHALLENGE ..... PAGE 24

## Features

### 20 COMRADE ALEXEY

*The Soviet Union's One-Man Game Industry*  
by Amy H. Johnson

### 24 THE GRETZKY CHALLENGE

*Hockey Great Becomes Software Consultant*  
by Scott Wasser

### 36 WHO'S BUYING NOW?

*Women Won't Spend Bucks Until Game Makers End Sexism*  
by Amy H. Johnson

### 50 BUGS!

by Greg "Maddog" Knauss

### 52 CROSSWORD CREATOR

*Now Making a Crossword Puzzle is Easier than Solving One*  
by John L. Hutchinson

### 60 WORDLE

*A Tough and Jumbled Game*  
by Eric Slick

### 64 WARRIOR ST

*A Dual-Player Duel*  
by Evan and Jason Black

### 80 FUN PAGES

*Instant Amusement For Your Kids*



FOR THE FUN OF IT ..... PAGE 41



CROSSWORD CREATOR ..... PAGE 52

## Reviews

### 41 FOR THE FUN OF IT

*START Reviews 11 Of The Hottest Games For The ST*

### 87 WORDFLAIR

*One Package, Five Programs*  
by Dan Fruchey

## Departments

### 9 EDITORIAL

### 11 DIALOG BOX

### 13 ALERT BOX

### 16 START'S SCENARIO CONTEST!

*Send Us The Best Of Your Worst*

### 17 NEWS, NOTES AND QUOTES

*Atari Update, European Report*

### 66 DISK CONTENTS

### 67 DISK INSTRUCTIONS

### 84 ST/MIDI CONNECTION

*Reflections*

### 93 PRODUCTS UPDATE



*Indicates programs included on START Disk*

**Q: Which has the greatest speed, elegance and ease of handling?**



**1.** The Porsche 928™



**2.** GFA BASIC 3.0™

**A: GFA BASIC, of course.**

Sure, both are designed in Germany by engineers dedicated to being the best. And although Porsche has a truly enviable record on the race track, only GFA BASIC 3.0™ can claim to be the fastest of its kind. With over 300 commands and the ability to substitute a single keyword for a screenful of conventional code, GFA BASIC 3.0 boosts your programming speed like nothing on wheels.

Once compiled, you have the fastest running program you can write without an assembler.

Faster than C. Faster than Pascal.  
Faster than Modula 2.

And naturally, faster than any other BASIC.

Even writing code is fast, because GFA BASIC 3.0's remarkable smart editor instantly checks your syntax as you enter lines.

Sure, the Porsche 928 is the epitome of automotive elegance and timeless design. But it can't compile your program. Not only will GFA BASIC 3.0 compile your program, but you'll only have to compile it once. That's because in GFA BASIC 3.0

you debug interactively in the interpretive mode. Just try that with a Porsche 928.

Sure, the Porsche 928 is unique. It is designed for the independent spirit with high performance requirements.

GFA BASIC 3.0 is *perfect* for expert and first-time programmers alike. Designed specifically for the computer it runs on, GFA BASIC 3.0 enables you to easily exploit all the special capabilities of your Atari ST™.

Sure, the Porsche 928 handles like a dream. But just try to get a handle on one for only \$139.95. From Antic Software, \$139.95 gets you GFA BASIC 3.0 and the compiler.

Quite simply, **nothing in the world can write or compile your program faster, better, and easier than GFA BASIC 3.0.**

Of course, the Porsche 928 still *looks* sexier than GFA BASIC 3.0. But we're working on that.

GFA BASIC 3.0 with Compiler...\$139.95  
upgrade from GFA BASIC 2.0 ....\$ 69.95  
*Return original disk*

**Don't get left behind by the fastest—BUY the fastest!**

**Drive to your favorite software dealer, or call 1-800-234-7001 now!**





# START<sup>®</sup>

#1 Guide To Atari ST

## PUBLISHER

James Copparella

## EDITORIAL

Thomas R. Byron, Editor

Amy H. Johnson, Programs Editor

Marta Dehe, Junior Editor

Jim Pierson-Perry, Music/MIDI Editor

Contributing Editors: Tom Hudson, Jim Kent, Stephen Mortimer, Mark Neman, David Platkin, David Romsden, Andrew Reese, David Small

Contributors: A. Boggetta, Evan Black, Jason Black, Heidi Brumbaugh, Don Fruchey, Dave Gregg, Wolf Griffey, John L. Hutchinson, Greg "Maddog" Knauss, Donald Maple, Greg Perez, Eric Slick, Scott Wesser, Dr. John Watson

## CREATIVE SERVICES

Julianne Ososhe, Director of Creative Services

Jim Warner, Art Director

Daniel C. Goodwin, Associate Art Director

Wendy Johnson, Advertising Production Coordinator

Edward Caldwell, Cover Photography

## ADVERTISING SALES

Denny Riley

Director, Advertising Sales, (415) 957-0886

John Fellner

Western Region, (415) 957-0886

Michael Evans

Eastern Region, (415) 957-0886

## CIRCULATION

Ira Epstein, Circulation Consultant

Ann Dunlap, Fulfillment Manager

## ATNTE PUBLISHING, INC.

James Copparella, President; Richard D. Copparella, Director;

Lee S. Isgur, Advisory Board; Mark Shir, Controller

## ADMINISTRATION

Fidez Blifain, Accounts Receivable Supervisor

General Offices, Catalog Customer Service: (415) 957-0886, 8 a.m. to 4 p.m. Pacific Time. START, 544 Second Street, San Francisco, CA 94107. Credit Card Subscriptions and Catalog Orders: (800) 234-7001. Subscriptions Customer Service: For change of address and inquiries, include subscription label and write to START Subscriptions, P.O. Box 535, Mt. Morris, IL 61054, or call (619) 485-7754, 9 a.m. to 4:30 p.m. Pacific Time.

June 1990, Volume 4, Number 11. START Magazine (ISSN 0889-6216), is published monthly by Atntec Publishing, Inc., 544 Second Street, San Francisco, CA 94107. Third-Class postage paid at Columbia, MD. Subscriptions (for 12 issues with disks) \$79.95 in U.S., California \$85.35; Canada \$97.95; foreign surface \$104.95; foreign airmail \$158.35. Foreign subscribers (not including Canada) must send full payment. Payment in U.S. funds only. POSTMASTER: Please send address changes to START Magazine, P.O. Box 535, Mt. Morris, IL 61054.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of the publisher. START is an independent periodical not affiliated in any way with Atari Corp. START is a trademark of Atari Corp. All references to Atari products are trademarks and should be so noted. START is a trademark of Atntec Publishing, Inc., an Information Technology Company.

Copyright © 1990 by Atntec Publishing. All Rights Reserved. Printed in U.S.A.

# Editorial

## IN LIKE A LION ...

**M**arch was an interesting month for Atari Corp. The sudden layoff of approximately 15 percent of the total U.S. workforce came as a surprise to everyone. Not long afterward, Atari fired the entire staff of *Atari Explorer*, its popular bi-monthly magazine.

Mead Ames-Klein, the new president of Atari Computer (U.S.), is apparently the mastermind behind the layoffs. Although he declined a full interview, he did explain that the move was made to streamline operations. He dismissed allegations that the layoffs were a result of Atari's shrinking profits and inability to effectively move product.

The firing of the *Atari Explorer* staff is shrouded in a little more mystery. The official Atari line is that the magazine is still in business, only the staff was let go. How they intend to publish without editors is the first mystery. The second mystery is the role played by the editorial in the undistributed Spring 1990 issue, a copy of which I have. In it, editor Betsy Staples blasts "one penny-pinching sycophant in Atari's accounting department" who was late paying the magazine's printing bills. This in turn caused delays in distribution. The cover date was changed from March/April 1990 to Spring 1990 and Staples wrote the editorial feeling the readers deserved "the straight scoop."

Of course, in both cases, it would be too easy to condemn Atari for what appears to be poor decision making. It's a terrible thing to lose your job in the first place but even more so when it's through no fault of your own, as it was in the case of the layoffs (though the severance pay was reportedly quite generous). And I had great respect for the editorial staff of *Atari Explorer*. David Ahl, Betsy Staples and John Jainschigg expertly produced a quality magazine.

But if Atari needs to make operations more efficient, that's fine as long as it results in products getting out the door and an increase in sales. Further, what was said in the *Atari Explorer* editorial was damaging to Atari and they had every right to respond to it as they did — it's their magazine. On the other hand, the editorial's gripes were genuine. Still, thousands of magazines sit on a loading dock somewhere in New Jersey. The potential loss in both subscriber and advertising revenue could be quite high. What will Atari do?

I leave you to draw your own conclusions. In the meantime, START maintains its strong position in the Atari market and will continue to bring you quality ST coverage. At this writing, the World of Atari show in Anaheim is only a few weeks away. Watch for a full report soon. ■



TOM BYRON  
START Editor





# Dialog Box

## Double-Sided Format Supporters Speak Out

No! Do not discontinue the Heidi format! You really have not given it a chance to sink in. Initially, I had problems with it too, but I learned to follow directions and everything worked out fine. Changing back again will just create more confusion.

Ed Glembofski  
San Luis Obispo, CA

I'm sorry to see you drop the Heidi format. It worked just fine and gave us an opportunity for valuable additional programs and data. The instructions were too complicated, but I think that was the only problem.

Col. Jack Mathews  
Falls Church, VA

*Many factors contributed to the double-sided format's demise. The decision to discontinue it was a hard one to make and we too were sorry to see it go. However, we are currently looking at some viable alternatives and will keep you updated as to our progress. — START Editor.*

## Way To Go, Earl!

Kudos to Earl Toman for Word Puzzle Designer (START, December 1989). What a great educational program! I've used this for my son's spelling words. We load in all his spelling units and then print two or three patterns of the week's words. He takes the puzzles to school and his teacher copies them for all the spelling classes on that unit. Thanks.

Jayne Johnston  
Kingsport, TN

## Arkanoid II Exists

I just read in the April issue that Arkanoid II: Revenge of Doh was not going to be released for the ST. This

really surprised me, especially since I've been playing it for almost a year on my ST. Revenge of Doh is available in the Precious Metal package from Ocean Software, which also contains Super Hang-On, Captain Blood and Xenon. I've seen the Precious Metal package in several mail-order ads. I purchased mine from BRE Software for \$34.95.

Matt Brady  
Visalia, CA

*Thanks for the information, but some clarification is in order. Taito is the official North American distributor for such games as Arkanoid and Bubble Bobble. As we reported in April 1990 "News, Notes & Quotes," Taito of America has ceased development on the ST. The copy you found is a European import. — START Editor.*

## Wanted: One Buyer's Guide

One of the most useful issues you ever published was the START Buyer's Guide (Special Issue Number One). It's been two years without a sequel. The Softguide programs are helpful, but they're not the same as a buyer's guide. I want to know (in more detail than Softguide) what's currently available and what's not (i.e., are DEGAS Elite and Abacus books and programs still retailing?). Please, another buyer's guide.

David Finkelstein  
Philadelphia, PA

*START has a special ST buyer's guide in the works tentatively scheduled to be released in the latter part of this year. As to your specific questions, Electronics Arts has discontinued DEGAS Elite from their product line. Abacus is still going strong. Their most recent release was The Complete Guide to the Atari Portfolio. The address and phone number for Abacus is 5370 52nd*

*Street SE, Grand Rapids, MI 49512, 800/451-4319. — START Editor.*

## Eureka

I only recently discovered START and I'm very impressed. You have dispelled any doubts I had in the Atari system. I hadn't realized there were so many ST programs available. However, I cannot find a word processor that meets my needs. I want to write books and academic papers so I need a word processor with features such as footnotes and margin settings. Any suggestions?

John Perry  
Winnipeg, Manitoba

*In the April 1990 issue of START, Dan Fruchey wrote an extensive buyer's guide to word processors that we think you'll find helpful in making your decision. Most ST word processors let you set margins. At this time, only WordPerfect, 1st Word Plus and WordUp handle footnotes. — START Editor* ■

## SUBMISSION INFORMATION

START welcomes submissions. Please include both hard copy printouts of articles and program listings as well as disk files on ST compatible disks. Media will be returned if self-addressed, stamped mailer is supplied. START assumes no responsibility for unsolicited editorial materials.

Do you have questions about using your ST? Is there something you're not clear about? Every issue, START's editors listen to your comments and answer your questions in Dialog Box. Let us hear from you! Our address is:

Dialog Box, START  
544 Second Street, San Francisco, CA 94107

Or leave us a message on CompuServe using the Antic Online Mailbox — just log on and type GO ANTIC.



# 1st STOP Computer Systems

7085 CORPORATE WAY ♦ DAYTON, OHIO 45459



## Games

10th Frame Bowling	29
1343 Battle of Midway	19
Action ST 2	34
Bride of the Robot	25
Bridge Player 2150	36
Bubble Bobble	16
Centurion Square	18
Chambers of Shadon	23
Chase Strike Back	23
Chords of Wrath	26
Chase HQ	23
Chess Player 2150	28
Chronomancer	23
Chuckie Egg	23
Double Dragon II	23
Emmerdale (Adult)	34
Evils of Horror	23
F15 Strike Eagle	23
F16 Combat Pilot	31
F40 Pursuit	23
Falcon Mission Disk	15
Fight Simulator II	23
Games (Winter Edition)	29
Countdown	23
Go! Go!	23
Gold of the Pacific	26
Gold Rush	24
Goldrunner 2	10
Grand Prix Master	31
Gunsip	31
Hole in One Golf Plus	18
Hostage	23
Hostage for the October	23
ILudious	31
Indiana Jones Adventure	33
Joker Poker	33
King of Chess	15
King of Chicago	15
King of the Hill	15
Kings Quest 4	35
Knight Force	28
Kult	28
Leisure Suit Larry	23
Leisure Suit Larry 2	23
Leisure Suit Larry 3	23
License to Kill	23
Lock On	23
Manhattan, New York	28
Manhattan, San Francisco	28
Maniac Mansion	28
Moon Walker	23
Night Hunter	24
No Games	23
North & South	23
Old Impatience	23
Omega	23
Outright	23
Packman	23
Populous	23
Populous the Promised Land	18
Quartz	23
Quest for the Time Bird	23
Realities	23
Raid Lighting	23
Run	23
Six Wives from Space	23
Shuffleboard	23
Silk Worm	23
Soldier 2000	23
Space Quest 3	23
Star Wars	23
Strip Poker	23
Stunt Car Racer	23
Summer Challenge	11

## ALTERNATIVE - DS/DD - 3.5" Disk Drive \$139

## Productivity

1st Word Plus	59
3 Dimensional Graphics	39
ACCEL	16
Accounts, ST ver 2.0	87
Accounts, ST ver 1	41
Art & Film Director	49
Art Gallery 1 & 2	23
Art Gallery 3 - Fantasy	18
Asson Plus	23
Award Master	23
BBS 3.0	40
Booker Cad	124
Border Book (Easy Draw)	21
C Source Debugger	37
Cad 3d Carlson Design Disk	19
Cad 3d Developers Disk	19
Cad 3d Fonts #1	19
Cad 3d Fonts #2	19
Cad 3d Future Design Disk	19
Cad 3d Human Design Disk	19
Cad 3d Microbot Design	19
Cad 3d Vix 2 (with Cybertool)	19
Cad 3d Video Tiling Design	19
Calamus	167
Calamus Font Editor	57
Calamus Outline	164
Calamus II	59
Calamus III	59
Calamus Professional	153
Cyber Control	35
Cyber Paint (ver 2)	46
Cyber Paint (ver 3)	46
Cyber Text	29
Cyber Vector	29
Data Drive	33
dbMan	168
Design Ideas	23
Developers Toolkit	39
Diamond Back	23
Dispute ST	26
Drift	113
Drift - Architectural Symb	80
Drift - Electrical Symb	80
Drift - Mechanical Symb	80
Draw Art Professionals	19
DTP Desktop Publisher ST	77
Dyna Cad	384
Dyna Cad 1.7	639
Easy Draw	23
Easy Draw Font Pack #1	23
Easy Draw Font Pack #2	23
Easy Draw Font Pack #3	23
Easy Tools for Easy Draw	23
Easy Tools for Easy Draw	23
Education Graphics (DTP)	23
Flash	23
Pixel Street Deluxe	116
Wifidrop	116

Flexaccessory	20
FM Melody Maker	93
Font - Borders	23
Fontz ST	22
Form BBS	44
Font ST	28
G+ Plus	19
Generation Gap - (Family Tree)	26
Genesis Molecular Modeler	48
GFA Basic vComp	53
GFA Death Plus	64
GFA Programmers Reference	22
GFA Playbook	45

HotWire	23
Hyper Fonts	28
HotWire ST	23
Jurgin 2	28
KOS Level 2	209
Laser C	112
Laser Debugger	48
Low Power Spooler	37
Lotto Fin	14
Macro Master	21
Maps & Legends	21
Mark Williams C	59
Masterline	23

O Spoke	28
OmniView	23
PageStream	116
Partner Forms	116
PC Data (IBM Emulation)	66
Personal Finance Manager	62
Personal Fiscal	62
Phaser 4.0	57
Print Master Plus	23
ProCopy	19
Pro Mail	23
Prospero C	119
Prospero Fontan	119
Prospero Pascal	119
Protest	39
Quick ST	12
Revolver	23
Rolo Base Plus	17
Scan Art (Easy Draw)	29
Scrap 3D Interior Design	18
Sigma	119
Spectrum 512	41
ST Control	48
Stalk the Market	47
STALK	18
STOS Master	63
STOS Master Plus	63
STOS Sprint 600	22
STOS Game Creator	39
Superbase 2	119
Superbase Personal	119
Superbase Professional 3.0	199
Swiffer	23
Mail cable 5'	5
Mail cable 10'	6
Mail cable 15'	10
Mail cable 20'	12
True Basic	26
Turbo Jet	35
Turbo Kit, hard drive	35
Turbo ST	35
UltraScript Font PS 22	124
UltraScript Font PS 35	124
UltraScript Font PS 804	124
UltraScript ST-1	137
Uniscop	122
Universal Item Selector III	16
Utilities Plus	36
Vide ST	139
RECPS	28
Word Thru	36
Word Master	23
Word Perfect 4.1	139
Word Quest 2	139
Word Up 3.0	52
Word Writer ST	47

Math Blaster	23
Math Wizard	23
Maths Blaster Touching Typing	34
Memory Master 1 Bentley Bear	18
Memory Master 2 Bentley Bear	18
Mixed Up Mother Goose	18
Pin-Calculus	28
Probably	28
Read & Rite	28
Readman	28
Speller Bee	23
Trigonometry	28
Write the Poet	11

## Hardware

1 Megabyte RAM	10
256K D-Rams	3
4 Player Adapter (Leatherneck)	12
Best Mouse	38
CM515 Monitor Cable	18
Cardless Mouse	84
Discovery Cart Opt 1	124
Discovering Cart Opt 2	179
Disk drive cable, 6ft	13
Drive Master	29
Dynalite Blitz	26
Eagle Eye Joystick	16
Exp. 500 Joystick	16
Eagle Stick Joystick	16
Fast Tape Backup 155 Meg	789
Emulation Stick (Cardless)	42
Hand Scanner w/ Touch Up	41
ICI Hot Adapter	96
Joystick Ext. Cable (10')	4
Joystick Ext. Cable (10')	11
Superbase 2	119
CM515 Giga Monitor	269
Max Flight Yoke	64
Mail cable 5'	5
Mail cable 10'	6
Mail cable 15'	10
Mail cable 20'	12
True Basic	26
Turbo Jet	35
Turbo Kit, hard drive	35
Turbo ST	35
UltraScript Font PS 22	124
UltraScript Font PS 35	124
UltraScript Font PS 804	124
UltraScript ST-1	137
Uniscop	122
Universal Item Selector III	16
Utilities Plus	36
Vide ST	139
RECPS	28
Word Thru	36
Word Master	23
Word Perfect 4.1	139
Word Quest 2	139
Word Up 3.0	52
Word Writer ST	47

## Educational

AB Zoo	18
Biology Vol. #1	13
Biology Vol. #2	13
Calculus	28
Computer Guide Solar System	32
Decimal Division	28
Discrete Math	28
Fracton Act	28
General Science Bentley	18
Kindergarten	23
Magical Animals Bentley	18
Magical Math 3 Bentley Bear	18
Magical Myths	28

## Misc.

1 Megabyte RAM	10
256K D-Rams	3
4 Player Adapter (Leatherneck)	12
Best Mouse	38
CM515 Monitor Cable	18
Cardless Mouse	84
Discovery Cart Opt 1	124
Discovering Cart Opt 2	179
Disk drive cable, 6ft	13
Drive Master	29
Dynalite Blitz	26
Eagle Eye Joystick	16
Exp. 500 Joystick	16
Eagle Stick Joystick	16
Fast Tape Backup 155 Meg	789
Emulation Stick (Cardless)	42
Hand Scanner w/ Touch Up	41
ICI Hot Adapter	96
Joystick Ext. Cable (10')	4
Joystick Ext. Cable (10')	11
Superbase 2	119
Superbase Personal	119
Superbase Professional 3.0	199
Swiffer	23
Mail cable 5'	5
Mail cable 10'	6
Mail cable 15'	10
Mail cable 20'	12
True Basic	26
Turbo Jet	35
Turbo Kit, hard drive	35
Turbo ST	35
UltraScript Font PS 22	124
UltraScript Font PS 35	124
UltraScript Font PS 804	124
UltraScript ST-1	137
Uniscop	122
Universal Item Selector III	16
Utilities Plus	36
Vide ST	139
RECPS	28
Word Thru	36
Word Master	23
Word Perfect 4.1	139
Word Quest 2	139
Word Up 3.0	52
Word Writer ST	47

HOURS: M-F 9 a.m. - 6 p.m. EST  
SAT 10 a.m. - 3 p.m.

ALL 50 STATES CALL TOLL FREE

1-800-252-2787

For Order Status or  
Tech. Info, Call (513) 438-0551

ORDER INFO: SEND SELF ADDRESSED STAMPED ENVELOPE FOR FULL CATALOG. NO EXTRA CHARGE FOR CREDIT CARD ORDERS. CDD \$4.95 - Next day delivery extra - Alaska & Hawaii UPS Blue Label only - APO & FPO - Ohio residents add 6.5% sales tax. Allow 10 business days for personal or company checks - Returns subject to 20% restocking fee - Defective merchandise return authorization number for repair or replacement - Prices subject to change without notice and apply only to mail order - Minimum shipping \$4 - We check all credit card orders for validity.



## ALERT BOX

### CAD-3D Confusion

Several people complained that they could not use the files they created with CAD-3D version 1.0 in the CAD-3D Animator, nor use the .HI and .LO example files which came on disk (March 1990). The problem is that the animator is looking for some extra files.

CAD-3D saves objects in files with the extender .3D. In order to use ANIMATE.PRГ, you also must create a .DLT and a .Plx file. Low resolution results in a .P11 file; high resolution results in a .P13 file. The .Plx file contains the first frame of your animation. The .DLT file catalogs the changes in the position of the camera and lights.

Within CAD-3D, put the first view of the object in the Camera screen and press [Alternate]-[R] to start recording. This creates the .Plx file. Now change the camera position to the next scene you want recorded, then press [Alternate]-[R] again. This begins placing subsequent views of your object in the .DLT file. Repeat this step until your animation is complete. Now you can go to the Animator.

Double-click on ANIMATE.PRГ, choose Load from the File menu, then select the folder which contains your animation. It is best to place each animation in its own folder because the Animator automatically assumes that the first file with a .Plx extender is the one you want to run.

Unfortunately, the example files on the March disk are unusable. We apologize for any frustration you experienced.

### PHASAR Fuddle

PHASAR version 3.0 (April 1990) does require a .CFG and a .REG file to run properly, but they contain data unique to your financial situation so you should create them yourself. No .CFG file was included on the disk; select Set User Preferences under the Setup menu to create one. The .REG file we put on the disk contains tutorial data; make a backup of it, then create your own by selecting Create New Register File under the Setup menu.

### Which Way to the Revolution?

In the Dialog Box in the April 1990 issue we published the wrong address to write to for information about the Revolution. Address all queries to: Artisan Software, P.O. Box 849, Manteca, CA 95336. We apologize for any inconvenience we may have caused. ■

## Unleash the Power of your Printer with **UltraScript<sup>TM</sup>** **ST&ST-1**

*Print high quality text  
and graphics . . .*

**Upgrade** your ATARI® personal computer system with PostScript® language printing capabilities.

**Access** a wide variety of PostScript applications with UltraScript ST.

**Scale**, rotate, outline, shadow, crop, shade, halftone, and pattern fill both text and graphics.

**Add** PostScript compatible fonts as you need them.

**Break the PostScript  
price barrier:**

**UltraScript ST** supports the SLM 804<sup>TM</sup> laser printer and includes 27 typefaces for only \$195.

**UltraScript ST-1** supports virtually any dot matrix, ink-jet, or laser printer and includes 27 typefaces for only \$195.

**Available at your local ATARI dealer  
or order direct from IMAGEN.**



IMAGEN Corporation  
P.O. Box 58101  
Dept. USST  
Santa Clara, CA  
95052-8101

For More Information Call:  
800/635-3997 or  
408/986-9400

The following are trademarks or registered trademarks of their respective companies: QMS, UltraScript, of QMS, Inc. IMAGEN or IMAGEN Corporation a QMS Company, Atari ST, SLMDR, of Atari Corporation. Copyright © 1990 IMAGEN Corporation, a QMS Company.



Order Toll Free

Since 1982

STR 5-90

# Computability

Order Toll Free

800-558-0003

Consumer Electronics

800-558-0003

## Seagate SUPER SALE

ST-125N 20 MEG	\$235	ST-225N 20 MEG	\$255
ST-138N 30 MEG	\$255	ST-277N-1 60 MEG	\$345
ST-157N 49 MEG	\$295	ST-296N 80 MEG	\$379
ST-157N-1 49 MG-28ms	\$319	ST-1096N 80 MEG-24ms	\$435
ST-177N 60 MEG	\$379		

## SupraDrive HARD DRIVES

• • • SUPRA SPECIAL • • •

30 MB SUPRA DRIVE - ST \$499 DEL\*

40 MB SUPRA DRIVE - ST (QUANTUM).....\$629 DEL\*

80 MB SUPRA DRIVE - ST. (QUANTUM).....\$1099 DEL\*

## DOUBLE-SIDED FLOPPY DRIVES

Master 3S  
\$129 DEL \*

Indus GTS100  
\$169 Del \*

## AUTHORIZED

### COMPUTERS

- 520ST
- 1040ST

### DRIVES

- MEGA FILE 30/60
- SF 314



## DEALER

### MONITORS

- SM 124
- SC 1224

### LASER PRINTERS

- SLM804
- SLM804-PCV

## SUPRA MODEM SPECIAL

PACKAGE INCLUDES:

- SUPRA 2400 EXT.
- Flash V1.6 Software
- ST Modem Cable

# \$129

\* INDICATES FREE DELIVERY IN THE CONTIGUOUS 48 STATES

## FAST HARD DRIVE KIT

### SINGLE 3.5" DRIVES

ST-138N 30 MEG	569 DEL*
ST-157N-1 49 MEG	629 DEL*
ST-177N 60 MEG	689 DEL*

### DUAL 3.5" DRIVES

2-ST-138N 30 MEG	849 DEL*
2-ST-157N-1 49 MEG	969 DEL*
2-ST-177N 60 MEG	1089 DEL*

FEATURES: Built in time clock with battery backup • Low-noise fan for efficient cooling • Under-monitor design requires no additional desk space and provides a monitor stand for ST computers • Adjustable legs adjust the monitor and provide cable clearance • Allows booting directly from the hard drive • Handler provides error checking on the DMA bus  
ALL HARD DRIVES ARE SEAGATE SCSI.

## PRINTERS

NX 1000 multifont 2	\$158
NX 1000 Rainbow	\$205
NX 1500	\$295
NX 2410	\$275
NX 2415	\$385
XB 2410	\$415
XB 2415	\$545
XR 1000	\$325
XR 1500	\$415
LOSER & W.	\$1745

## Panasonic KX-P 1124

\$277	
1180	179
1191	229
1624	419
1675	130

## EMULATORS

PC-DITTO II	\$249 DEL*
PC SPEED (AMERICAN)	\$379 DEL*
PC SPEED (EUROPEAN)	\$329 DEL*
SPECTRE GCR	\$229 DEL*

## ATARI EXTRAS

Drive Master	35	6 W Surge Protector	14
Monitor Master	35	Z RAM	119
Mouse Master	35	ST Time	43
Mouse House	5	Vidit ST	149
Tweety Board	35	Computeyes Color 250	179
Video Key	65	Discovery Cartridge	129
3.5" Drive Clean Kit	6	Migraph Hand Scan	429 DEL*

## PRINTER RIBBONS

### PANASONIC BRAND

1124	\$8.95
1180	\$8.95
1191	\$10.95

### STAR BRAND

NX 1000 MULTI 2	\$5.95
NX 1000 RAIN	\$7.95
NX 2410	\$15.95
NX 2415	\$15.95

## JOYSTICKS/MICE

Epyx 500 XJ	10.95
Gravis Joystick	34
Gravis Mousestik	85
Kraft Mazemaster	9
Maxx Flight Yoke	75
Wico Bat Handle	17
Wico 3 Way	22
Wico Ergo Stick	18
Cordless Mouse	95
DVT HD Tape Back-up	149

GOLDEN  
IMAGE  
MOUSE  
\$49

CASIO CT-650  
WITH MIDI  
\$309

IMG  
SCANNER  
\$59



# A DARK AND STORMY NIGHT



*Everyone has at least one game scenario in them, but most should never be written. Well, now's the time to release those caged monsters. We want your purplest prose, your corniest plots. Flex those puns! Dare to parody! Enter START's Bulwer-Lytton Game Scenario Contest, named for the 19th-century author of a forgettable novel with an unforgettable opening, "It was a dark and stormy night."*

## PRIZES

- Grand prize is an Atari Lynx game machine and the Lynx-designed games.
- First prize is 10 ST games.
- Second prize is a one-year subscription (or renewal) to START magazine.
- Third prize is two hint books from Silicon Valley, *Falcon* and *King's Quest Companion*.

## CONTEST RULES

1. Maximum length of 100 words.
2. No handwritten entries will be accepted.
3. Entries must be received by July 31, 1990.
4. The totally subjective decision of the START editorial judges is final.
5. Contest is not open to Antic employees or their families.
6. All entries become the property of Antic Publishing and will not be returned.

*Winning entries will be published in the December 1990 issue of START.*



# News, Notes & Quotes

BY STEPHEN MORTIMER, START CONTRIBUTING EDITOR

## Inside Atari

Mead Ames-Klein has been named new president of Atari Corp., replacing David Harris in that position. Harris' appointment, which was announced in April's "News, Notes and Quotes," now appears to have been intended as temporary only, until a permanent successor to Mike Morand could be found. Ames-Klein comes from the Koala Springs beverage company and is noted for his marketing skills (this is reminiscent of John Sculley coming to Apple from Pepsi). Ames-Klein will oversee both Atari Computer (U.S.) and the entertainment division.

Also riding the merry-go-round is Bob Thomas and Associates, which replaces Marken Communications as Atari's public relations firm. Their address and phone number are 228 Manhattan Beach Blvd., Manhattan Beach, CA 90266, 213/376-6978. Bob Thomas and Associates is a subsidiary of the San Francisco advertising firm Chiat/Day.

The good news from Atari is that the Laser Brain Epson-printer emulator has been released as freeware. Laser Brain is an improvement on the buggy Diablo emulator, which was incompatible with many software packages. Written by Germany's DMC, Laser Brain works with a monochrome system and multiple, user-installed fonts. Since it's freeware, Atari won't guarantee its compatibility or future upgrades.

Still waiting for release are MIDI-Tasking, Cookie Jar, Expandable Control Panel and the new GDOS that supports scaleable outline fonts.



## Fat Bits

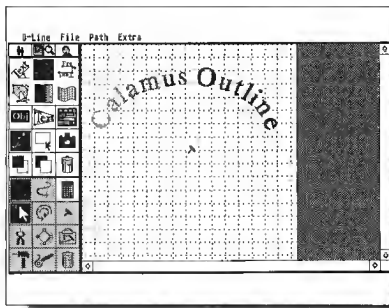
- Advertisements for the Stacy, which received Class-B FCC certification allowing non-consumer sales, appeared in the March issues of *Keyboard* and *Electronic Musician* magazines (most recent issues at press time).

- IBM and the West German conglomerate Siemens have agreed to jointly develop the next generation of memory chips. Research on the 64-megabit chip will take place at IBM's Advanced Semiconductor Technology Center in New York, another facility in Vermont and in Munich. The companies plan to ship a finished product by the mid-1990s.

- Calamus Outline, a \$289.95 art package similar to the Mac's Adobe Illustrator, was released recently to an enthusiastic public. In order to establish Outline as the standard in illustration software, ISD bundled an Outline-to-Postscript conversion program with it. ■

## Wireless Data Network

Motorola and IBM announced a new wireless data network that will give portable computers across the country access to their fixed counterparts. A Motorola terminal is needed to use the network, which is expected to be fully operational later this year. You can either use the terminal as if you were a remote site linked by telephone lines, or it can serve as a modem for other computers, such as the Stacy or Portfolio. Atari has reportedly demonstrated a system using the Motorola terminal's modem function.



ISD is now shipping Calamus Outline.

If you have a hot tip let us know at News, Notes & Quotes, START Magazine, 544 Second Street, San Francisco, CA 94107

# SQ44-ST 44 Megabyte Removable Cartridge Hard Drive

...the price systems from

**\$899**

Features a SyQuest Drive and One 44 Meg Cartridge  
2 Year Warranty - Gooding Plan 100 Best Clock & CD  
Software - Rated 25 Ms 600K/S - Free Particopy,  
Backup Software from Start - Autoboost Ready to Run

**Shoe Box Case \$899**

2 Drive Slots IBM Style - 7" Wide x 7" High x 15" Deep

**Single Drive Case \$919**

Compact Size - Fits in a Briefcase

6" Wide x 2.75" High x 13" Deep

**Under Monitor Case \$929**

2 Drive Capacity - Ready for 2nd SCSI Drive

15" Wide x 3" High x 14.25" Deep - 95 Watts

**Add a Seagate Hard Drive**

49M8 ST157N1, 28Ms \$379

85Mb ST296N, 28 Ms \$499

Floppy Drive installed 3.5" or 5.25" \$99

External 3.5" DSDD Drive \$139

**Carler Graphics & Computers**

3008 North Main St. - Logan, Utah 84321 Since 1985

Free Shipping on Pre-Paid Orders

call (801) 752-2500 to order

Pricing is for Cash/Check Visa-MC-AMEX-GOC-Accepted

Overnite and Saturday Delivery Available Credit Cards add 3%

## DAMAGED DISK ?

**Subscribers:** simply call  
our distributor at  
(619) 485-7754 and ask for  
a new one.

**Newsstand buyers:** send  
your damaged disk to:  
START Customer Service  
544 Second St.  
San Francisco, CA 94107  
We'll mail you a new one.  
Allow three weeks  
for arrival.

## European Report

BY DONALD MAPLE, REPORTING FROM WEST GERMANY

### Racist Games Spread

Along with the resurgence of the extreme right in the political arena, a disturbing number of racial and neo-Nazi computer games have spread throughout Europe, especially in Germany and Great Britain. These games — "Concentration Camp Manager", "The Anti-Turk Test" and "Paki-bashing" — can be found in schools, where the youth seem to be titillated by the games' forbidden nature and not fully aware of their implications. Some of these programs are original and some mimic commercial software; obviously people have spent a lot of time creating this "entertainment."

### Sex!

And now that I have your attention — a serious subject. The Organisation Against Sexism In Software (OASIS) is a London-based group founded to fight sexual stereotyping in software. For example, how many times have you seen a game advertisement featuring a macho hero decorated with scantily clad female-oids? Oasis is concerned with the attitudes that produce such work, and how they apply to and affect both sexes. For more information and a bimonthly magazine send a U.S. equivalent of five British pounds to:

Sandra Vogel, OASIS

3 Alden Court, Stanley Road

Wimbledon, London SW19 8RD

Great Britain

### Computer Spies Convicted

German citizens Dirk Brzesinski, Peter Karl and Markus Hess were convicted of espionage Feb. 15 for cracking American military computers and selling their telephone numbers and access codes to the KGB. They received \$54,500 for the secrets from their Soviet contact, "Serge," although Brzesinski claims their main motivation was to help the Soviets raise their technology to the level of the West. The three were sentenced to between 20 and 24 months in prison. The fourth member of the group, Karl Koch, allegedly committed suicide before the trial by setting himself on fire in a forest near Hannover. (Editor's Note: This was the group hunted by astronomer-turned-spycatcher Clifford Stoll, who told his story in *The Cuckoo's Egg*, reviewed in the February 1990 issue of *START*.)

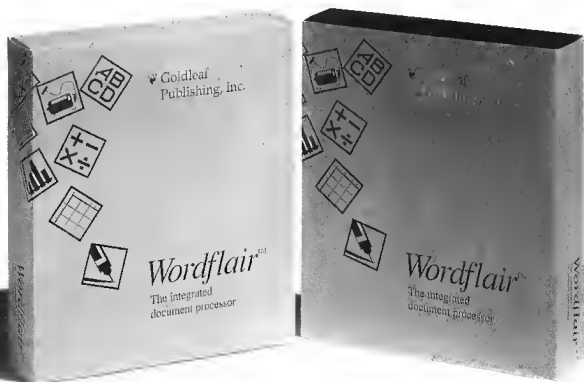
### Computer Court

Great Britain's courts will soon automate their summonses, giving the job to a 16MB Data General Eclipse computer. The system is expected to send out an average of 3,000 letters per day, but is capable of generating up to 10,000. The computer will handle only cases involving fixed amount payments such as utility or credit card debts.

### First Apples, Now Broccoli?

The Systems Exchange, a London-based computer company, announced plans to build an "ecologically-sound" machine. The casing for this IBM-compatible is made from a mix of polyurethane (vegetable oil) and coal ash and is sold with a radiation-free monitor. Now that the technology is available, will we soon see a "green" ST? ■

# Write with flair!



## Introducing Wordflair<sup>TM</sup>

Wordflair is a new, integrated document processor for Atari ST family computers. More than just a word processor, Wordflair also contains features for calculations, graphing, page layout, importation of graphics, and mail merge. Wordflair's unified design makes it easy to create eye-catching documents without having to move from program to program.

**Fast. Simple. Elegant.**  
Solutions for compound documents.

© 1990 Goldleaf Publishing, Inc.  
Wordflair is a trademark of Goldleaf Publishing, Inc.

Wordflair creates compound documents fast. Wordflair's ease of use and its ability to create presentation quality documents offer you incomparable value. Pair up Wordflair with your favorite Atari ST computer. Requires 1 Meg of RAM. GDOS and G+Flair included. Hard disk and monochrome monitor suggested. \$99.95 SRP. To order, see your Atari dealer, or call 415/243-9605.

 Goldleaf Publishing, Inc.

700 Larkspur Landing Circle, Suite 199  
Larkspur, CA 94939  
415/243-9605

# Comrade

BY AMY H. JOHNSON

## The Soviet Union's One-Man Game Industry

**A**lexey Pazhitnov  
didn't plan to be  
a global wunder-



*kind, but the runaway success of Tetris made his name famous within the computer entertainment industry. When a star lives halfway around the world, however, few people get a chance to learn much about him. START caught up with Comrade Alexey on his whirlwind tour of the United States and peeked at the man behind the mega hit.*





# Alexey

START PROGRAMS EDITOR

**A**lexey Pazhitnov doesn't want to face two more journalists quizzing him about sales, software and the Soviet Union.

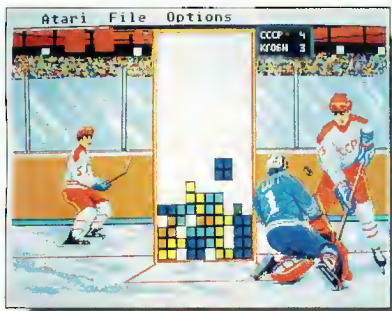
But publicity is a skill all successful entrepreneurs need to master and he approaches his task with grace and good humor, a little stunned to find himself a hot story in America. After all, he only invented a little game of falling blocks, a little game called Tetris, a little game that has sold millions of copies worldwide and made the modest Soviet mathematician a Western symbol of the emerging, glasnost-era capitalist.

Dressed in jeans and a grey sweater, the bearded, 34-year-old father of two looks more like the academic he is than the vanguard of a shifting economy. But ever since he arrived in America, landing in the middle of the swarming sales pitch that is the Las Vegas Consumer Electronics Show, he's been riding a public-relations blitz like a Cossack on a calvary charge.

In San Francisco he attended a press reception in his honor at a plush hostess suite at Union Square's St. Francis Hotel. Local press and Soviet diplomats nibbled quiche squares and mingled with executives from Spectrum Holobyte, Pazhitnov's American publisher, who had obligingly installed computers loaded with his latest creation, Welltris, a 3D version of Tetris. (Spectrum estimates that the ST version of Welltris will be released around Christmas). The author patiently posed for pictures, answered questions and autographed game boxes. "Play TETRIS!" he boldly wrote across the spires of St. Basil's cathedral.

## Tetris Takes Off

People have been playing Tetris since 1985. "When Tetris became popular it was like a fire in Moscow," Pazhitnov remembers. The first ►



**Tetris was a smash hit in America.**



**Welltris is a 3D version of Tetris. Both Tetris and Welltris were illustrated with graphics inspired by the photography book *A Day in the Life of the Soviet Union*.**

version of the game was written for an old-technology DEC-compatible computer with no graphics.

Pazhitnov formed the game pieces, a quartet of blocks, with square bracket characters. The game play was simple: rotate the different configurations of four blocks (Tetris is a play on the word tetra, which is derived from the Greek tetrares, meaning four) so that when they fall to the bottom they form a solid line across the screen. The line disappears; the blocks keep falling. You lose if the blocks stack up to the top of the screen.

This deceptively simple task, the product of a mathematician's abstract, ordered mind, proved universally addictive. The game became a favorite pastime at the U.S.S.R.

Academy of Sciences Computing Center (Academy Soft), where Pazhitnov still works as a programmer, designing CAD/CAM, speech recognition and psychology soft-

It was a spectacular hit in America — the first computer game from the Soviet Union — selling well over 100,000 copies and spawning versions for the Nintendo Gameboy and video arcades. It swept most of the 1988 Software Publishers Association Excellence in Software Awards for the entertainment category: Best Action/Strategy Program, Best Entertainment Program, Critic's Choice: Best Consumer Program and Best Original Game Achievement. And it's earned Pazhitnov enough money to make him well-off by Soviet standards.

Ironically, it's success was accidental. Tetris started life as an intellectual exercise.

"The best way to study new equipment is to write a small program," claims Pazhitnov, who speaks fairly fluent English. "I prefer to write games or puzzles."

Wanting only to see his little test program published, Pazhitnov assigned his rights to Academy Soft, whose director launched it westward. There was no other direction to go.

### Software?

The U.S.S.R.'s software market is virtually non-existent since the country lacks an installed computer base to support it, says Pazhitnov, who owns an IBM AT with an EGA

## Pazhitnov has been riding a public relations blitz like a Cossack on a calvary charge.

ware. When a spruced-up version was ported to the IBM PC with the help of then-16-year-old hacker Vadim Gerasimov, Tetris spread throughout the East Bloc, leaping the Iron Curtain into Western Europe, where it was picked up for U.S. distribution by Spectrum Holobyte.

board and what may be the only Nintendo Gameboy system in Moscow.

"When I write a game I take in mind this (foreign) market, not the Soviet market," he says. He keeps up with developments overseas through the computer press (BYTE and PC

World) and foreign businessmen.

Even as he cocks one eye westward, Pazhitnov continues to write games that he likes to play. "Why do I have to write a hit each time?" he asks rhetorically, alluding to pressure to produce a smash follow-up to Tetris.

He refuses to cater to one segment of the foreign market: shoot'em up games. He doesn't like to play them and he doesn't want to program them. People who play his games, he brags, "have to think."

Pazhitnov is a prolific programmer, showing software houses about 10 games on this, his first, trip to America. He no longer gives away the rights to his work, having contracted with a joint venture company named Dialogue. He expects his third American release this summer, another geometric puzzle he calls Swap and Drop, but which Spectrum Holobyte wants to publish as Hatrix.

"It's another kind of thinking, another kind of playing," he says, trying to differentiate number three from Tetris and its derivative, Welltris. It's the end of a two-hour

## ATARI IN EASTERN EUROPE

The recent U.S. proposal to lift trade sanctions to Eastern Europe was met with guarded enthusiasm by Atari Corp. The proposal was made to COCOM, a 15-nation group that regulates technological transfers to the East Bloc. At press time, COCOM had not announced a decision.

Max Bambridge, an Atari spokesperson, said the company's position on lifting trade sanctions is that "the free availability of computing power is not to our disadvantage."

Bambridge acknowledged that due to the East Bloc's lack of consumer goods, like personal computers, "we have to plan to have long-term relationships where we can go in and provide support services, if needed, and sell upgrades."

Atari will most likely pick East Germany to begin its marketing push, building on the company's current success in West Germany. "They (East Germany) may have the most viable of the economies in Eastern Europe right now," Bambridge said. "I would be extremely surprised if they did not turn out to be a major player very quickly."

(Editor's Note: *Although no official East German branch exists, Atari reportedly commands between 30 and 50 percent of the 16-bit computer market there, due to the STs availability in hard-currency stores. Atari presently manufactures 8-bit machines in co-venture with the Soviet Union.*)

— Richard P. Greenfield

### Learning the Business

Pazhitnov is quickly losing that innocence. He learned a lot during the Tetris negotiations, he says. The U.S.S.R. lacks the army of lawyers, financiers and managers available to U.S. dealmakers, so Pazhitnov, the point man of the Soviet software revolu-

tion, has fought alone to master the unfamiliar contracts and agreements vital to his new business. Paperwork isn't his favorite thing, he admits, but he accepts its necessity calmly; like interviews, it's now part of his job. Pazhitnov readily slips between jobs, from shy scientist to businessman. Upon meeting someone he whips out an embossed business card like any power-suited M.B.A. His cards, however, reflect the global nature of his enterprise; one side is in English, the other in Russian.

tion, has fought alone to master the unfamiliar contracts and agreements vital to his new business. Paperwork isn't his favorite thing, he admits, but he accepts its necessity calmly; like interviews, it's now part of his job.

Pazhitnov readily slips between jobs, from shy scientist to businessman. Upon meeting someone he whips out an embossed business card like any power-suited M.B.A. His cards, however, reflect the global nature of his enterprise; one side is in English, the other in Russian.

That dual nature is what has caught the eye of American businesspeople, eager to equate Perestroika's restructuring with embracing capitalism. About 150 of them crowded into the "First U.S.-Soviet Personal Computer Seminar," held at San Francisco State University the day after Pazhitnov's press reception at the St. Francis. Conference organizers expected a third that number. Pazhitnov, the accidental entrepreneur, sat on a panel during the conference, facing the news camera along with the expatriates, Soviets and Americans promoting new trade ties. He didn't speak much. Always the gentleman, he told the audience he was happy to be in the United States and how much he liked the country. He didn't mention that sales pitches and public relations appearances barely left him time to take a brief walk around San Francisco. Like any quick study, he told the audience what they wanted to hear. And the audience embraced him, the Soviet Union's one-man game invasion, harbinger of other Cos-sacks charging the trade barriers. ■

## An Atari ST version of Welltris is planned for a Christmas release.

interview and clearly tired, Pazhitnov vaguely describes his new game as requiring the player to swap and distribute two different objects, matching them with others on the screen, then dropping them. His candor disarms Spectrum's assistant marketing director, Rita Harrington, who later shrugs off Pazhitnov's premature announcement of a product for which the company has yet to develop packaging or promotion as the price to pay for his politeness and business innocence.

# THE GRETZKY



# CHALLENGE

## Hockey Great Becomes Software Consultant



BY SCOTT WASSER

*Sure, programmers have developed hundreds of sports simulations for the home computer, but how many can claim a legend as one of their consultants? Bethesda Softworks teamed up with Wayne Gretzky, star of the Los Angeles Kings, and other hockey experts to bring to the ST what may be the best hockey simulation ever.*

**Y**ou can hear the excitement in Chris Weaver's voice when he talks about Wayne Gretzky Hockey, an ice hockey simulation that he flatly states will be "the biggest entertainment program of the year for the ST."

Bolstering his claim is the Software Publishers Association award for Best Sports Simulation of 1989. And the game ought to be the best, considering who he had helping his development team — one of the National Hockey League's best players, superstar Wayne Gretzky.

Weaver says Gretzky contributed more than just his name to the simulation. Although playing hockey 10 months a year — first in Edmonton and now in Los Angeles — made it difficult for Gretzky to visit company headquarters in Maryland, he corresponded with the folks at Bethesda Softworks by phone and mail.

"And whenever he was here in the (Washington, D.C.) area, he came to the lab," Weaver says. "When Wayne wasn't available and we needed something, we used the Washington Capitals as our experts."

"The Capitals went way beyond the call. They deserve a lot of recognition for their involvement. They let us come and study their games, talk to their players and helped us any way we asked. And they received absolutely nothing for their services, other than our undying gratitude." ►



# SUPERCHARGER

BY  
TALON

**THE FIRST EVER EXTERNAL PC BOARD FOR ATARI ST COMPUTERS! A FULL MS-DOS PROCESSING SYSTEM THAT SIMPLY PLUGS INTO THE DMA PORT, WITH NO NEED TO OPEN YOUR COMPUTER. SUPERCHARGER IS PACKED WITH FEATURES AND CAN BE USED WITH ALL MACHINES FROM 520ST TO MEGA 4 AND EVEN THE STACY LAPTOP**

#### FEATURES:

- 100% compatible with MS-DOS programs (non protected) • Norton Factor 4.4 • Supports all hard disks • Supports serial and parallel ports • Uses "hotkey" to toggle between Atari and PC programs at the same time without having to reboot in DOS mode • Turns the Atari mouse into a PC mouse • Supports internal and external 3.5" and 5.25" floppy drives • Leaves the cartridge port free for use • Supports both monochrome and color Atari monitors (CGA color and Hercules emulation) • Supports some AT programs, such as "286 windows" • Simple to set up and easy to use - no soldering, no wiring, no cutting.

#### INCLUDES:

- 512K RAM, making it extremely fast and can easily be expanded to one megabyte of RAM. The extra RAM can be ordered separately, and can be installed prior to shipping. • Socketed for an 8087 co-processor. Co-processors can be ordered separately, and can be installed prior to shipping. • NEC 8 mhz V30 processor • DMA cable with thru-port • Built in bus which will be adapted in the future to accept PC expansion boards (VGA card scheduled for April '90) • Comprehensive hard disk utilities software • An attractive color coordinated ABS plastic case • MS-DOS 4.xx • 5V DC external power supply • Easy to use operating manual • Registration card for software updates and 12 month warranty.

All this for the incredible price of just

**\$399.00\***



# OMNISWITCH

BY  
TALON

*Multi-Sync For Atari*

**\$89.95\***

**NOW, FOR THE FIRST TIME YOU CAN HOOK UP YOUR ATARI TO A MULTI-SYNC MONITOR WITH THE INCREDIBLE OMNISWITCH.**

#### FEATURES:

- **MULTI-SYNC MONITOR PORT:** Gives your Atari the ability to use a multi-sync monitor. Color or monochrome with the touch of a button. (low, medium and high resolutions)
- **COLOR AND MONOCHROME MONITOR PORTS:** If you do not have a multi-sync monitor, Omniswitch allows you to plug in color and monochrome monitors and switch between them. No more cable swapping!
- **FLOPPY DRIVE PORTS:** Enables you to use two external floppy drives instead of one! (uses 3.5" and/or 5.25")
- **AUDIO JACK** to plug in to your amplifier. • **VIDEO JACK** for monochrome video output.

**MULTI-SYNC MONITORS AVAILABLE - CALL \$\$\$**

**\*ALL PRICES SUBJECT TO CHANGE. • SHIPPING AND HANDLING EXTRA**

## TALON TECHNOLOGY

243 N. HIGHWAY 101 • STE. 11 • SOLANA BEACH, CA. 92075

**ORDER TODAY**

**619 792-6511**

**WE ACCEPT VISA/MASTERCARD**

Weaver also is grateful to Doug Carpenter, who currently coaches the Toronto Maple Leafs. Carpenter led a team of three NHL coaches who rated the skills of real-life hockey players so that they could be programmed into Wayne Gretzky Hockey.

### Understanding the Game

To understand the various players' and coaches' involvement, it's necessary to understand a little about Wayne Gretzky Hockey.

Wayne Gretzky Hockey was an ambitious project for Bethesda Softworks, which is a division of the engineering research and development firm Media Technology, Ltd. Weaver initiated the project with a simple goal in mind: he wanted to create the most realistic sports simulation ever produced for a computer.

"One of the very reasons we chose hockey," Weaver says, "is because it

was one of the most difficult sports simulations we could do. In hockey, unlike football or baseball, the computer doesn't have time to think between plays. If you can program a good hockey simulation, you can program anything.

Weaver explains his philosophy: "Graphics do not make a good game any more than storyline makes a good game. They are an intrinsic part of it, but only a part. What we really want to do in our sports simulations is create a model of the sport we're simulating. Graphics is only part of that model."

Wayne Gretzky Hockey typifies that attitude. At first glance, the initial impact is underwhelming. It lacks the dramatic 3D, on-the-field perspective offered by some other sports simulations.

But playing the program for a few minutes leads to a new appreciation. The great strength of Bethesda's

program is the faithful way it translates ice hockey, with all its subtle nuances, to the ST.

### "I'd Never Do That"

"We took the time to sit down with literally three or four dozen hockey owners, players and general managers," Weaver says. "That included the time we spent with actual players looking over our shoulders at the game and saying things like, 'No, I'd never do that in that situation.'"

"The culmination of that is the players in the game have their own artificial intelligence. If you're playing the game, and a defenseman with the puck has opposing players coming at him, instead of just passing to an open man he'll try to go around the other players to retain control of the puck."

Weaver continues, "That's what a real hockey player would do. And that's something that's not pro-

## AUSTRALIA

### SOFTWARE DEVELOPERS

Braden Ray Software is seeking quality commercial and shareware software to distribute to the small but growing and enthusiastic Australian ATARI market.

Please contact: Steve Eads

**Braden Ray Software**

Box 143, Magill SA 5072 Australia

PH. 011-61-8-390 3018 FAX 011-61-8-364 0925

Down-under Distributor for:

**ST INFORMER, MIDI RESOURCE &**  
the popular *Universal Item Selector*

## NEED SPEED?



## RELY ON TURBO ST!

**Turbo ST** turns your Atari ST into a speed demon. Check out **Turbo ST** at your local dealer or download our free demo from your favorite bulletin board.

Upgrades to version 1.8 are only \$5 with your original disk. For more information, call (407) 657-4611, or write to SofTrek, P.O. Box 5257, Winter Park, FL 32793.

grammed into the game. It's not a canned move. The player does that because it would be the most logical thing to do in a real hockey game."

The computer-generated players who make those moves in Wayne Gretzky Hockey are based on real-life athletes. Maple Leafs coach Carpenter and two other NHL coaches rated current and former players in 11 different skill categories (nine for goalies) for the simulation.

"By using skill categories for the players, we can actually create a signature of that particular player," Weaver explains. "The game is realistic enough that if a player is not rated properly, he's not going to play the game the right way — the way he would in real life."

#### True-to-Life Simulation

Weaver chuckles as he tells the story of Gretzky's most recent visit to Bethesda Softworks headquarters in

Rockville, Maryland. Gretzky, who was accompanied by then-Los Angeles Kings teammates Bernie Nichols and Marty McSorley, stopped by to check out the final version of the game.

While Weaver was showing off the simulation, McSorley pulled a chair up to the computer and leaned over so that his nose was only inches from the screen. The hulking defenseman's head rotated back and forth for 10 minutes while his puzzled teammates and Weaver watched.

According to Weaver, McSorley finally jumped up and proclaimed, "It's amazing. He [an on-screen player] did exactly what I would have done if I were on the ice." ■

*Scott Wasser is a freelance writer who lives in Shavertown, Penn. He wrote the desktop publishers comparison in the April 1990 issue of START.*

## AT A GLANCE

<b>Game:</b>	Wayne Gretzky Hockey
<b>Company:</b>	Bethesda Softworks P.O. Box 7877 Guthrieburg, MO 20898 (800) 677-0700 or (301) 926-8300
<b>Price:</b>	\$49.95
<b>Summary:</b>	Engrossing and realistic.

**T**o some fans, ice hockey is a sport of power and violence. To others, it's a well-choreographed dance of finesse and precision. And to still others, it's a strategic battle of wits; a chess game on ice. Bethesda Softworks' Wayne Gretzky Hockey is all of these. It is one of the most complete, realistic and engrossing computer sports simulations ever created for the Atari ST.

Six different 20-man teams are provided in Wayne Gretzky Hockey, but you can also create your own with the roster editing function. Each player is rated in categories such as quickness, power, puck control and shooting. The program lets you study the rosters to set up forward lines and defensive pairings and select a starting goalie. Gretzky's own suggested line combinations are included as default settings.

Virtually every aspect of pre-game set-up is handled through menus. By simply highlighting items, you select either mouse or joystick control, the length of periods (the game is played in real-time) and speed (normal, slow or novice).

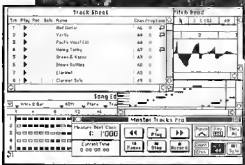
You can coach and skate, coach only or skate only. As a coach, you set up the lines (including power play and penalty killing units), decide when to make substitutions and dictate team strategy. As a player, you can decide what position to play and then make all the moves associated with it. You control the speed, posi-

### The Most powerful MIDI sequencing software for Atari has gotten even better!

Master Tracks Pro™ for Atari ST features 64 tracks of real time and step recording, our exclusive Song Editor™ and legendary graphic editing. Professional features include controller chasing, fit time, 32 MIDI channels and a built-in Sysex Librarian. Master Tracks Pro now provides a cue sheet for keeping track of hits, locking markers and the ability to lock up to SMPTE via MIDI Time Code with the MIDI Transport™.

For more information see a Passport dealer near you or call (415) 726-0280 for details on the Next Generation of Music Software™.

# Atari Music Power!



## PASSPORT.

Passport, 625 Miramontes Street, Half Moon Bay, CA 94019 (415) 726-0280

# WAYNE GRETZKY HOCKEY

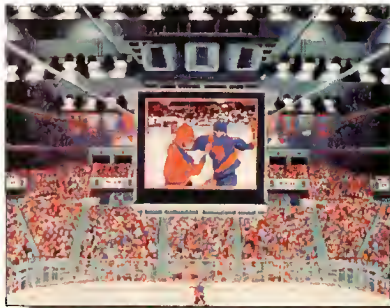
REVIEWED BY SCOTT WASSER

tioning, shooting and checking of any of the skaters. You can even demand a pass from your teammates or grab an opponent to slow him down.

Player control is surprisingly easy. The skater you control is distinguished by a different color helmet and follows an on-screen cursor. To shoot or pass the puck, you move the cursor quickly over your target, then press the mouse or fire button.

About the only limitation you face as a coach is that your repertoire consists of five basic plays and you cannot draw up your own. As a player you can-

**Are you skating on thin ice? Wayne Gretzky Hockey can fix that. Pick your puck against the class champ in this ultimate simulation from Bethesda Softworks.**



---

**Gretzky's own suggested line combinations are included as default settings.**

---



**Created with consultation from the superstar himself, Wayne Gretzky Hockey is as realistic, you'd better don a parka and gloves to play.**

not play goalie or decide what type of shot your on-screen persona will take.

The most significant attribute of Wayne Gretzky Hockey is the realism. Penalties are called and fights break out. The puck skitters over the ice, which changes as it becomes skate-worn. Digitized sound effects report the pucks caromming off the boards and the players ramming each other.

You have an aerial view of the rink. A little more than two-thirds of it is showing at all times on a horizontally scrolling screen. While you see the action from a distance, however, the animation is so smooth that you quickly get caught up in the game.

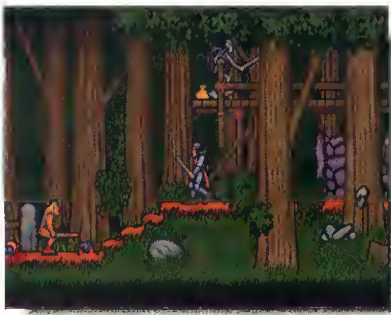
In fact, Wayne Gretzky Hockey ranks in my library as one of the most engrossing sports simulations ever made. With its astounding realism, depth of play and attention to detail, the game is as big a winner as Gretzky himself. ■

# Behind the Scenes

AN INTERVIEW WITH  
BY  
RICHARD  
MONTEIRO  
PSYGNOSIS ARTISTS



Garvan Carbett designed everything in this forest scene from *Barbarian II*.



*From the eerie surrealism of Menace to the demonic imagery of Baal, Psygnosis' graphics stand out in the game world for their consistent high quality. START correspondent Richard Monteiro traveled to Psygnosis' Liverpool office to talk to the artists behind the scenes.*

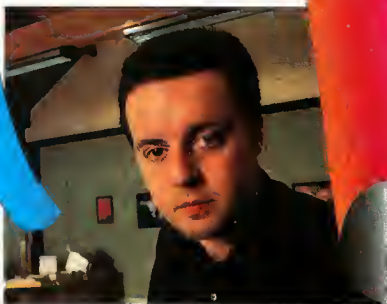
**W**hatever your gaming preference — adventure, arcade action, shoot'em up or strategy — you can doubtless point to any Psygnosis title as an example of "how it's done." But it's probably not the range of game genres for which you best remember Psygnosis, nor even the additive quality of the games. Most likely, it's the graphics that stick in your mind.

At Psygnosis, graphics are all important. As John White, product development manager, puts it, "Unlike sound, you can't switch off a game's graphics; they are present from

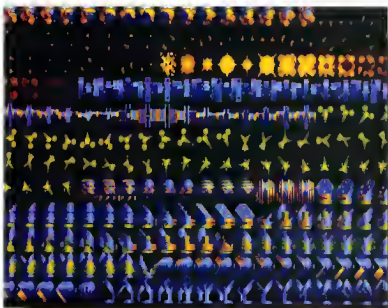




Because *Stryx* was running late, Jeff Bramfitt helped out by producing the hive section of the game.



Jim Bowers' work on *Infestation's* death sequence ended up in the pixel dustbin due to space limitations.



beginning to end of a game. First impressions count. Half the battle is won if the visuals are interesting."

Interesting visuals in games such as *Arena*, *Cronous Quest* and *Barbarian* first brought Psygnosis attention. Their *Barbarian* was arguably the first game to show the difference between 8- and 16-bit machines. While the sound and gameplay caused excitement, it was the graphics that really stood out, and still stand out today. The detailed backdrops, the animation, the comical sprites — it was the beginning of something special.

#### The Sprite Brigade

Today that something special comes

from their stable of artists: Garvan Corbett, Jeff Bramfitt, Jim Bowers and Neil Thompson. (Editor's note: *Thompson declined an interview since he joined Psygnosis very recently.*) So strong is Psygnosis' commitment to graphics that it employs these four men full-time in-house, while using freelancers for coding and game development. The art team cleans up sprites and animations created by outside programmers, draws title screens and loading sequences, and designs the graphics for many games from scratch.

The artists use Commodore Amigas running Deluxe Paint III to do all the design work. Psygnosis chose

the Amiga because it can emulate the ST's low resolution (320 x 200) 16-color mode, while the ST is incapable of emulating the Amiga's 32-color low-resolution mode. Once the artists have tweaked 16-color graphics designated for the ST, they give programmers Amiga disks containing images in IFF format for conversion and subsequent manipulation.

#### What, Me Hurry?

Compared to most software houses, Psygnosis' working practices are odd. There is no rush to get the job done. A game is finished when everyone agrees they've done their best.

"There is no time limit when ▶



The animations in *Barbarian* (left) display Corbett's trademarks: big feet and outline graphics. He promises that the forthcoming *Barbarian II* (right) will be a lot bloodier.



Bromfitt is responsible for *Corthog's* graphics and a good deal of its design. The game's horses, chariots and Romans fit right in with Bromfitt's preference for realism.



Although these images for the soon-to-be-released *Matrix Marauders* look digitized, they're not. Bowers spent hours shading and blending the graphics to give them a metallic look.

designing the graphics for a game," Corbett says. "I like to get the job done in six months, but it doesn't matter if it takes longer. It's getting the game to look good that's important."

The four artists have free reign over a game's graphics. They're given a rough story outline by the programmer or game designer, then the artists are on their own. They decide upon the look of every sprite, every animation, every background, the startup screen — everything.

But that liberty is a two-edged sword.

"It's great having that sort of freedom," Corbett says. "What's not so great is coming up with the ideas."

Bowers agrees. "It's very easy to spend three weeks out of a month scratching your head looking for inspiration and the final week sitting down to draw."

Meticulous detail often clashes with space constraints; a lot of graphics end up shelved. "Designing computer graphics is much like writing," Bramfitt explains. "You can't get too attached to your work. Just as editors will chop text, so programmers and game designers will remove sequences of animations and sprites."

After seeing his work end up in the pixel dustbin, Corbett doesn't produce as much now. Bowers, on the other hand, takes a philosophical approach. "Yeah, well, it's the way of the world," he says.

## Who's Who

Each of the Psygnosis artists generally works on a different project, although each has his own specialty that might be called upon from time to time.

Garvan Corbett joined Psygnosis five years ago on the recommendation of a friend who worked there. At the

time he was enrolled in a government-sponsored workfare program, since the job market for artists was tight. All three illustrators, in fact, spent time on that workfare program; Bramfitt was Corbett's and Bowers' boss.

Corbett never used a computer for design work until he joined the software company. "The ST was the first machine I came in contact with and DEGAS Elite the first drawing package." So far he's been responsible for the graphics in Bratacus,

time — over and over again. Barbarian II is a great example. I was responsible for the first version and consequently have all the frames from the early game. Naturally there will be vast improvements to the sequel and the character you control will probably have 100 frames of animation."

After his stint on workfare, Jim Bowers applied his art foundation coursework to sketching kitchen layouts for an interior design firm. Two and a half years ago, about the

time he got bored with refrigerators and sinks, his friends from workfare offered him a job at Psygnosis.

## Graphics are all important in Psygnosis games.

Deep Space, Barbarian and Stryx.

Corbett's forte is designing cartoon characters. "I just love Disney cartoons, and especially Tom and Jerry," says the largely self-taught 28 year old. "I learnt so much simply by studying the animations."

It's easy to spot Corbett's work since, he claims, "big feet and outline graphics are my hallmark." According to one of the Psygnosis game testers, Corbett also enjoys producing pencil drawings of large, intimidating

He, too, had never used a computer for design before, but quickly grasped the overall scheme of things.

Bowers is a loading-sequence and 3D-design man. His work includes the loading sequences for Obliterator, Matrix Marauders (not released yet) and Infestation. He also crafted the 3D graphics in Infestation.

You'd be forgiven for thinking Bowers produced most of his work with help from a video digitizer. It's his technique. "I go for impression rather than detail," he says. "Shades and subtlety are what give my graphics their digitized look."

## Psygnosis employs four full-time artists.

women with forked tongues. Unfortunately, Corbett wasn't willing to show off these.

Barbarian II is Corbett's latest project. He'll produce the animations for the characters and design the backgrounds. Since he illustrated the original Barbarian, however, he has a head start.

"Just as programmers build up libraries of source code," he explains, "so we accumulate disks full of characters and other graphics. It's possible to get away with the same ideas — and often the same charac-

The results speak for themselves. Unless you saw Bowers in action at the keyboard, you'd be convinced he hid a video digitizer and camera in his pocket.

Friendly rivalry exists between the artists. Jeff Bramfitt loathes video digitized graphics and cartoon characters with big feet. He prefers realism to surrealism. For the past year Bramfitt has been designing Carthage, a strategy game set in the Roman era complete with Ben Hur-style chariot racing.

Like Corbett, Bramfitt has a con- ▶



# START SUMMER SPECIAL



START is offering you a special summer subscription rate of only \$69.95 for twelve issues with disk! You save over \$100 off the newsstand price.



Get 12 fun-filled months of ST...

## NEWS

The most up-to-date information for the Atari Community

## REVIEWS

In-depth looks at the latest ST products

## PROGRAMS

The top ST experts share their secrets

**START** #1 Guide To Atari ST

## DON'T MISS OUT!

Sign me up for the **SUMMER SPECIAL**  
Twelve issues of Start with Disk for \$69.95

- ☐ Bill me   ☐ I'm enclosing payment   ☐ Check enclosed  
☐ Visa   ☐ MasterCard

Credit Card # \_\_\_\_\_ Exp. Date \_\_\_\_\_

Signature \_\_\_\_\_

Name \_\_\_\_\_

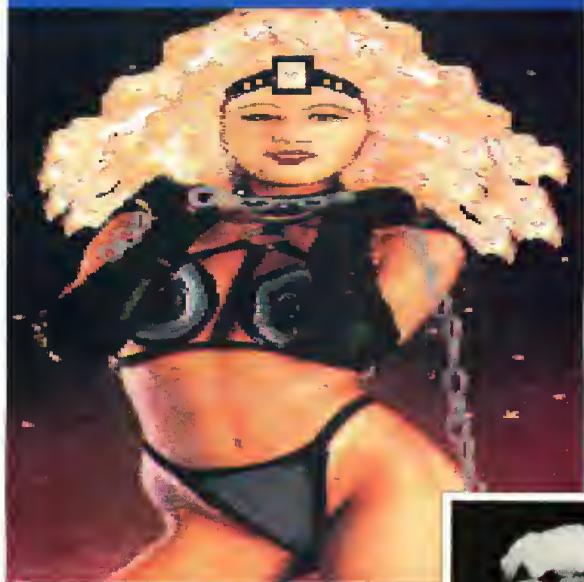
Street \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ **A60**

Please allow 6-8 weeks for delivery of first issue. California-\$74.70. Canada \$87.95. Foreign Surface-\$94.95. Foreign airmail \$148.35. Foreign subscribers (not including Canada) must send full payment. Payment in U.S. funds only.

Start Subscriptions  
P.O. Box 535, Mt. Morris IL 61054





# WHO'S BUYING NOW?

BY AMY H. JOHNSON, START PROGRAMS EDITOR

"We are not amused," Queen Victoria said upon seeing an impression of herself performed by her groom-in-waiting, the Honourable Alexander Grantham Yorke. Millions of women echo that same sentiment when seeing themselves depicted in computer entertainment software. And without the royal recourse of banishment from court, these women are making their

# Women Won't Spend Bucks Until Game Makers End Sexism

displeasure known by spending their money elsewhere.

While no one has any hard and fast demographic information about game players, it's generally accepted within the industry that the vast majority are men. But is this a case of the consumer defining the market or the market defining the consumer? Consider these examples from START's software library.

Brad Stallion, star of Planet of Lust, Bride of the Robot and Sex Vixens from Space, pilots the Big Thruster, a spaceship whose coincidental resemblance to male genitalia stretches the laws of probability. The women Brad meets during his adventures bear names like Princess

clothes. Granted, Artworx sells supplemental game disks of male strippers, but that only proves that gender is no barrier to exploitation.

In Technocop, women sprawl across chairs, bodices ripped, legs splayed. They add nothing to gameplay or storyline; they serve the same purpose as the rest of the graphics — wallpaper.

Faced with these sexist characterizations, is it any wonder women avoid games aimed directly at the male market?

Some games — TV Sports: Football, Rambo III, Hostage Rescue Mission — do not include women for even visual titillation. The hero in Pirates is automatically male, even though Anne Bonny terrorized the West Indies in the 1710s.

Sometimes the main character's gender doesn't matter, like in *Weird Dreams* (a sleeper) and *Zak McKracken and the Alien Mindbenders* (a reporter), but game designers opt for men. When they do create female characters, they are likely to use a "Save me!" scenario, like those in *Twilight's Ransom*, *Transylvania*, and *Sinbad and the Throne of the Falcon*, in which the woman exists as the excuse for the hero's quest. Women do not play these games because they lack appealing role models — women who are active, intelligent and effective.

You find those role models in Sierra On-Line games like *King's Quest IV: The Perils of Rosella* and *The Colonel's Bequest*. Sierra co-founder Roberta Williams (yes, a woman) wrote the stories.

With a little forethought, it's not hard to overcome the male-hero stereotype. Infocom forces players to designate their sex before beginning the game. In *Leather Goddesses of*

*Phobos* you walk through a bathroom door; in *Bureaucracy* you, what else, fill out a form. START's previous programs editor, Heidi Brumbaugh, once required an author to provide a gender choice before she would publish his game. Many role-playing games include both male and female adventurers.

But simply changing Rambo to Rambette won't attract women to entertainment software. Manufacturers also need to design games that appeal to women. In a story in the June 1989 issue of *Marketing Computers*, Patricia Cignarella writes,

"According to a survey conducted at Northwest University under the supervision of (Professor Ron) Kaatz, just under half the women surveyed had not played a video or computer game in the last two years. However, the vast majority said they would play if a game existed that interested them. When asked to comment on what kind of games would appeal to them, the most popular response was games involving simulations of social situations.

"The second most popular suggestion was sports games, such as volleyball and scuba diving, crew, bike racing and tennis. Third were games about fashion design and shopping. A close fourth was mystery/adventure games. The big losers: fighter pilot simulations, space battles and exercise games."

In 1989, total sales of Atari ST entertainment software plunged by 12.6 percent, according to the Software Publishers Association. Sierra On-Line's John Williams reports that 1989 revenues from Atari products rose 6 percent. Williams also says 17 percent of Sierra's customers are female, 22 percent in the case of Rosella. Think about that. ■



Amy H. Johnson

*Orgasma*, *Miss Galaxy* and the *High Priestess of Desire*, names which do not suggest that their most outstanding feature lies between their ears.

Strip Poker makes no bones about what features you should be paying attention to; the only purpose of the game is to uncover those features by getting Melissa or Suzi to shed their

Too Many Titles To List-  
Call Call Call !!!

# MICROTYPE

Don't See What You Need?  
Call Call Call !!!

490

Midwest Studio (Std) .....	66
Midwest Studio (4dr) .....	68
Music Studio 96 .....	69
TJGER .....	99
Take Note .....	99
Time Smith .....	99
X-Or .....	106

## Misc.

Flash .....	18
Font2 .....	18
Generation Gap (5/2k) .....	32
Generation Gap Plus .....	32
Hipper Font .....	32
Infotek .....	24
Shadow .....	18

## Programming

AssonPro .....	36
Depac ST .....	36
GFA-Basic 3.0 or Compiler .....	68
MSort Basic Professional .....	99
MSort C Interpreter .....	64
Master C .....	19
Letter (Debugger) .....	53
Lution C .....	109
Mark Williams C .....	114
MSort C Compiler .....	68
Personal Pascal .....	66
Prospice C .....	126
Prospice Pascal .....	126
Prospice Pascal .....	126

## Publishing

Calamus .....	174
Calamus Font Editor .....	64
Fleet Street 2.0 .....	129
PageShen .....	115
Font Disk 1 .....	25
Font Disk 2 .....	25
Font Disk 3 .....	25
Font Disk 4 .....	25
Font Disk 5 .....	25
Font Disk 6 .....	25
Font Disk 7 .....	25
Font Disk 8 .....	25
Font Disk 9 .....	25
Font Disk 10 .....	25
Font Disk 11 .....	25
Font Disk 12 .....	25
Font Disk 13 .....	25
Font Disk 14 .....	25
Font Disk 15 .....	25
Font Disk 16 .....	25
Font Disk 17 .....	25
Font Disk 18 .....	25
Font Disk 19 .....	25
Font Disk 20 .....	25
Font Disk 21 .....	25
Font Disk 22 .....	25
Font Disk 23 .....	25
Font Disk 24 .....	25
Font Disk 25 .....	25
Font Disk 26 .....	25
Font Disk 27 .....	25
Font Disk 28 .....	25
Font Disk 29 .....	25
Font Disk 30 .....	25
Font Disk 31 .....	25
Font Disk 32 .....	25
Font Disk 33 .....	25
Font Disk 34 .....	25
Font Disk 35 .....	25
Font Disk 36 .....	25
Font Disk 37 .....	25
Font Disk 38 .....	25
Font Disk 39 .....	25
Font Disk 40 .....	25
Font Disk 41 .....	25
Font Disk 42 .....	25
Font Disk 43 .....	25
Font Disk 44 .....	25
Font Disk 45 .....	25
Font Disk 46 .....	25
Font Disk 47 .....	25
Font Disk 48 .....	25
Font Disk 49 .....	25
Font Disk 50 .....	25
Font Disk 51 .....	25
Font Disk 52 .....	25
Font Disk 53 .....	25
Font Disk 54 .....	25
Font Disk 55 .....	25
Font Disk 56 .....	25
Font Disk 57 .....	25
Font Disk 58 .....	25
Font Disk 59 .....	25
Font Disk 60 .....	25
Font Disk 61 .....	25
Font Disk 62 .....	25
Font Disk 63 .....	25
Font Disk 64 .....	25
Font Disk 65 .....	25
Font Disk 66 .....	25
Font Disk 67 .....	25
Font Disk 68 .....	25
Font Disk 69 .....	25
Font Disk 70 .....	25
Font Disk 71 .....	25
Font Disk 72 .....	25
Font Disk 73 .....	25
Font Disk 74 .....	25
Font Disk 75 .....	25
Font Disk 76 .....	25
Font Disk 77 .....	25
Font Disk 78 .....	25
Font Disk 79 .....	25
Font Disk 80 .....	25
Font Disk 81 .....	25
Font Disk 82 .....	25
Font Disk 83 .....	25
Font Disk 84 .....	25
Font Disk 85 .....	25
Font Disk 86 .....	25
Font Disk 87 .....	25
Font Disk 88 .....	25
Font Disk 89 .....	25
Font Disk 90 .....	25
Font Disk 91 .....	25
Font Disk 92 .....	25
Font Disk 93 .....	25
Font Disk 94 .....	25
Font Disk 95 .....	25
Font Disk 96 .....	25
Font Disk 97 .....	25
Font Disk 98 .....	25
Font Disk 99 .....	25
Font Disk 100 .....	25

## Utilities

Code/Load Utilities .....	19
D.A.S.H. .....	25
DC Utilities .....	19
Diamond Back .....	26
IS Plus .....	21
Se-G .....	21
Hard Disk Accelerator .....	20
Hard Disk Backup .....	20
Hard Disk Tune Up .....	34
Juggler (New version) .....	28
Macro Mouse .....	28
Home Image .....	19
Multi Disk .....	21
Multi Disk 2 .....	26
Derivatives .....	26
PhotoCopy .....	24
Revolver .....	31
Turbo Jet .....	26
Turbo Jet 2 .....	26
Universal Item Selector 2 .....	13
Utilities Plus .....	30
Viruses Killer .....	26

## Word Processing

Hot Word Plan .....	64
MicroWord .....	78
Tempo 2 .....	49
Word Perfect 4.1 .....	129
Word Up .....	49
Word Writer ST .....	49

## Class Notes & Specials

(Questions are invited)

ALT .....	19
Ballyhoo .....	22
Calendar .....	17
Comedian .....	27
Crazy Cars .....	21
CZ Flash .....	54

Datta Patrol .....	14
Disc Drum .....	25
Easy Record .....	25
Farewell 451 .....	27
Fat .....	27
Fat Bastard .....	29
Fish .....	11
Font Factory Disk #1 .....	17
Font Factory Disk #2 .....	17
Font Factory Disk #3 .....	17
Font Factory Disk #4 .....	17
Font Factory Disk #5 .....	17
Font Factory Disk #6 .....	17
Font Pack (Easy Disk) .....	27
Font Writer .....	12
FontWorks .....	12
GFA-Action .....	44
GFA-Compilation .....	44
GFA-Object .....	44
GFA-Vector .....	33
H & O Base .....	46
Hippe Background .....	22
Hippe Concept .....	46
Hippe Fonts 1 .....	30
Hippe Fonts 2 .....	46
Home Casino Poker .....	6
Jewels of Darkness .....	7
John Parker (Jazzist) .....	36
K-Rope .....	17
K-Switch .....	17
Knight Orc .....	15
Libertarian .....	10
Manitar .....	6
Mozzart .....	20
2nd City Data Disk .....	8
M-Term .....	20
Minihex .....	25
Music Mosaic .....	21
N-Vector .....	21
Navigator .....	28
NovaQuest 1 & 2 .....	15
NovaQuest 3 & 4 .....	15
Paladin .....	21
Quest .....	14
Power .....	8
PC Interface .....	8
Power Edit .....	17
Power Plan .....	17
ProShow .....	15
Q-Ball .....	16
Quadword 2 .....	23
Reactor 2000 .....	23
Seconds Out .....	12
Shanghai .....	19
Shuttle 2 .....	22
Spell Breaker .....	27
31 Key .....	27
ST Music Box .....	49
ST One White .....	49
Star Draken .....	23
Transfer .....	23
Time Blast .....	19
Time Link .....	27
Trail Blazer .....	25
Unregister .....	15
Typewriter .....	22
Wanderer (3D Game) .....	22
Your Financial Future .....	22
Zoro Gravity .....	15

## Special Low Prices

First come first served

## Winter Challenge

## Divan Ace

## Shanghai

## Ultimater

## Joe Blade

## Deep Space

## Barbarian

## Age of Rage

## Black Money

## Combat Course

## Topknot Thompson

## The Games-Winter Edition

## Impeach

## Techin Cop

Call for These LOW LOW Prices!!!

## Now Backup your

## Hard Drive with:

## Diamond Back

## D.A.S.H

## Hard Drive Turbo Kit

## We carry a full line of

## Desktop Publishing

## supplies, call for info!

(513) 294-6236

## Printers

ATARI	
SUM 804 Laser .....	CALL
SUM 804 PostScript .....	CALL
PANASONIC	
KX-P1160 .....	CALL
KX-P1191 .....	CALL
KX-P1124 .....	CALL
KX-P1450 .....	CALL
STAR	
NX-1000 Multicolor .....	CALL
NX-1000 Rainbow .....	CALL

## Printer Accessories

ATARI	
SUM 804 Toner .....	57
SUM 804 Drum .....	54
OLYMPIA	
NP-30 60 Black .....	5
NP-30 60 Color .....	5
NP-30 60 Black .....	5
PANASONIC	
1080 91-1180 91 Black .....	10
1080 91-1180 91 Color .....	10
1124 Black .....	10
1124 Color .....	CALL
4450 Drum .....	42
STAR	
NX-1000 Black .....	6
NX-1000 Rainbow .....	6

## Hard Drives

ATARI	
MEGAFLE 30 .....	Low Low!
ICD	
Fa-ST 30 .....	699
Fa-ST 50 .....	799
Fa-ST Tape Backup .....	799
Tape Cartridges .....	35
Meo	
Meo-50 .....	529
Meo-65 .....	599
Meo-65 .....	599
Meo-40 Removable (NEW) .....	679
SUPRA	
30 King .....	999
45 King (Removable) .....	995
90 King .....	759
FD-10 .....	879

## MICROTYPE

Your Full Service ATARI Dealer

## Atari Hardware

COMPUTERS	
520ST .....	CALL
IG08ST .....	CALL
1040ST .....	CALL
Mega 2 .....	CALL
Mega 4 .....	CALL
STACY 1 .....	CALL
STACY 2 .....	CALL
STACY 4 .....	CALL
TT G302 .....	CALL
Portfolio .....	CALL
32K RAM Card .....	CALL
64K RAM Card .....	CALL
128K RAM Card .....	CALL
AC Adapter .....	CALL
PC Card Interface .....	CALL
Parallel Interface .....	CALL
Serial Interface .....	CALL
MONITORS	
SC1224 .....	CALL
SM124 .....	CALL

## Disks

(No Games/JUNK)	
3 1/2"	
BASF SS-DD .....	10
BASF DSDD .....	10
BASF HD .....	26
CERTICHE OS-DD .....	14
(Color) .....	14
MAXELL DS-DD .....	15
(Color) .....	15
SONY DS-DD .....	13
SONY OS-DD Bulk .....	10
10 Pack .....	10
5 1/4"	
BASF OS-DD .....	9
(Color) .....	15
GILOSTAR OS-DD .....	15
MAQUEDA DSDD .....	15
(Color) .....	15
MAXELL OS-DD .....	9
POLAROID OS-DD .....	9
SONY HD .....	10
VERBATIM HD .....	15

## Modems

Supra 2400 .....	CALL
Supra 2400 Plus .....	CALL
(4dr) Error correction provides blazing speed! .....	124

## Floppy Drives

ATARI SF314 .....	169
IB Drive (5 1/4") .....	209
INDUS GT5-100 .....	179
INDUS GT5-100a .....	169
Master Drive-35 .....	145

## Scanners

CANON Flat Bed .....	1650
CANON Sheet-Feed .....	1050
BIG Scan .....	56
MICRA (PH) Hand Scanner .....	429

## Joysticks

Competition Pro 5000 .....	19
EPXY 5000 .....	17
Gravis MouseStick .....	95
Powerplay .....	95
Star-Cursor .....	39
WICO Bat Handle .....	19
WICO Ergostick .....	18

## Misc. Hardware

Color Computer Eyes .....	178
Dive Monitor .....	32
Dust Cover .....	32
ATARI 520ST .....	9
ATARI 1040ST .....	14
ATARI SC1224 .....	14
PANASONIC 1061 .....	10
STAR NX-10 .....	10
STAR NX-100 .....	19
DVT-VCR Backup .....	209
MIDI CABLES	
9' HD .....	ea 5
10' HD .....	ea 5
15' HD .....	ea 13
20' HD .....	ea 16
25' HD .....	ea 19
Master Master .....	33
Mouse Master .....	29
Mouse Mat .....	7
OmniSwitch .....	79
Parlor Stand .....	9
Play-it .....	66
Supercharger .....	CALL
Specks GCR .....	218
128k Rams .....	29
ST Mouse .....	45
Jim Mouse .....	49
Best Mouse .....	49
Cardboard Case .....	64
Twenty Board .....	34
Vedoloy .....	50

We also carry a full line of IBM Compatibles including XT's, 286's, 386's, and 387! Call for price quote!  
We at Microtype feel there is more than one good computer, so we carry software for the ST, Amiga, and IBM Compatibles!

For a software list send a S.A.S.E. or ask your operator to include one with your order.  
ST Public Domain list also available! Yes Warren finally got the list done!

HOURS: M-F 9 a.m.-9 p.m. EST  
SAT 9 a.m.-5 p.m.

ALL 50 STATES CALL TOLL FREE  
1-800-255-5835

For Order Status or  
Tech. Info. Call (513) 294-6236



# NOW! RUN MORE IBM PROGRAMS ON YOUR ATARI ST FASTER AND FOR LESS!

*"New Hardware Product Provides More Performance Than a 10MHz Turbo XT!"*

The IBM compatible is the most popular microcomputer in the world, but the Atari ST is MORE powerful! Why?

There's not a computer made that can do more. With pc-ditto II, now you have access to over 15,000 IBM software products.

## No more waiting.

You bought your ST because you are discriminating.

No other product gives you more power!

Using pc-ditto II is so easy, you will not even know its there. Just click and go.

And, now it is faster. With a Norton SI of 4.0, you won't find another product which gives more power for less.

Nothing satisfies like hardware; pure hardware. High speed video performance demands it! Communications crawl without it! And, there's no substitute for it!

## Go to the limit.

When it comes to speed, almost is not good enough!

Only pc-ditto II has the exclusive hardware assists for video, EMS, MIDI, and serial comm which means no compromise in high performance.

Most other emulators use software for video, serial comm, etc; their performance is slower and more limiting.

When you buy high performance, don't choke it through bottlenecks of DMA and lack of hardware-assists. Get the most power for the price. If you wanted to spend more, you'd buy a clone.

By using hardware in place of software, pc-ditto II gives the highest performance.

You'll notice the difference!

## No detail overlooked.

When you buy an emulator, speed is only one part. We give you outstanding compatibility, freedom from errors, more useful utilities, and the highest quality, American-made product for the money.

Use IBM software right out of the box, even copy-protected!

Share IBM software on Atari hardisks automatically. Even autoboot IBM PC-DOS!

Simple clip in installation...Saves space by mounting inside your ST.

Leaves cartridge port and DMA port free.

pc-ditto II uses all the horsepower of the ST. Nothing wasted.

Supports Atari color and mono monitors.

Emulates all IBM CGA and Mono modes.

Supports all IBM disk formats.

Microsoft(tm) Serial mouse emulation using the Atari mouse.

Does not change the ST -- continue to use GEM, Spectre, upgrades. Compatible with T16 accelerator board from Fast Technologies.

Fits all Atari ST models except old 520s (no internal drive) with internal hardware upgrades.

No extra boards to buy. No extra boxes to clutter your desk.

Other deluxe features: 8087-1 numeric coprocessor support; high-speed disk cache.

But, the feature you'll appreciate most is the price. Only pc-ditto II gives you such high performance at such a low price.

## Nothing else to buy.

Sometimes high-power comes with one side effect -- high price.

pc-ditto II has the features of XT compatibles costing several times more.

Don't buy into technology that keeps costing. When you buy pc-ditto II, you pay only once -- you're not charged for some upgrade every turn.

Our policy of no charge for updates continues with pc-ditto II. The hardware for future enhancements is already on the board. It just takes a software update to turn it on and unleash its power!

Future enhancements include EGA video, EMS memory, and MIDI. There is no better product on the market.

pc-ditto II designed by Avant-Garde, the emulator experts who brought you pc-ditto.

With pc-ditto II, you'll have the best of both worlds...two-computers-in-one.

Perfect for home and small businesses.

All parts are selected for highest quality and performance.

Every product is tested to insure exceptional reliability and freedom from defects.

We use what we build...Our leadership comes from hands-on experience.

This results in the highest degree of compatibility possible.

Why pay more?

## \$299.95

suggested list price

**Yes. Please send me a FREE fact sheet and list of tested software!**

**Avant-Garde Systems**  
381 Pablo Point Drive  
Jacksonville, Florida 32225

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ Zip \_\_\_\_\_

# pc-ditto II

by  
Avant-Garde Systems  
381 Pablo Point Drive  
Jacksonville, Florida  
32225  
(904) 221-2904



# LET THE GAMES BEGIN...

In Which Our Opinionated Reviewers  
Boot and Root

*Sure, we could say that June is fun month here at START,*

*but without*



*a compatible cornucopia of game*

*reviews would you believe us?*



*Of course*

*not! So here to prove our claim is a romp through 11*

*of the*



*hottest games available for the ST.*

*We include role-playing games, strategy adventures,*

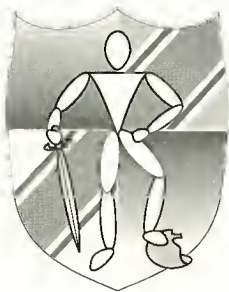
*arcade action and sports*



*simulations — all*

*for you, it's a veritable fun-fest of floppies!*

## ROLE-PLAYING



*No, this is not your analyst's idea of a good time. It's your chance to transform your identity and temporarily escape the mundane world (with your analyst in it).*

## CHAOS STRIKES BACK

*Reviewed by Heidi Brumbaugh*

## AT A GLANCE

Game: Chaos Strikes Back

**Company:** FTL Games  
6160 Lusk Blvd., Ste. C206  
San Diego, CA 92121  
619/453-5711

**Price:** \$39.95

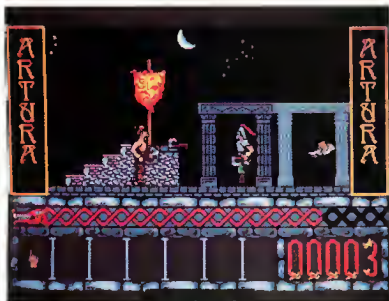
**Summary:** A sequel that surpasses expectation.

You can often tell how successful software will be by how loud people clamor for it while it's under development. In the case of *Chaos Strikes Back*, FTL's sequel to its best-selling *Dungeon Master*, the game has been due out "in two weeks" for over a year and a half. Rumors of release dates, plot scenarios and playability have fanned bulletin boards for months. And *Dungeon Master* diehards have been far from patient.

When the product was finally released last December, word spread like wildfire. Within days scores of Dungeon Master champions had resurrected and returned to the dungeon in search of treasure, adventure and glory. Battles were

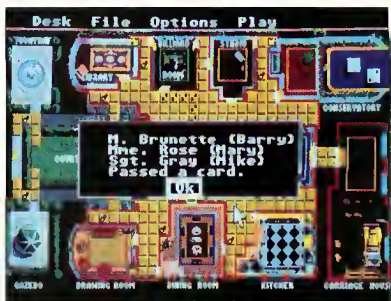
[illegible]

## ARTURA



**Reviewed  
on page 45**

## CLUE MASTER DETECTIVE



**Reviewed  
on page 46**

fought, riddles were solved and maps were uploaded. The consensus? Practice your spells, sharpen your swords and prepare your characters for their greatest challenge ever. Chaos Strikes Back is not for the weak of heart.

The program's packaging claims that Dungeon Master is required to run the program. This is not strictly true; you do not need your original Dungeon Master disk to play the game. However, Chaos Strikes Back is impossible to play if you don't know how to play Dungeon Master. Not only is there nothing in the manual telling you how to control your characters and move around, but to survive in Chaos Strikes Back you have to have gotten far enough in Dungeon Master to learn how to cast important spells and have enough experience fighting monsters to know what tactics to use.

The premise of Chaos Strikes Back is that the evil Lord Chaos anticipated his demise and prepared a secret dungeon for his return. He hid four pieces of the dangerous ore Corbum deep in this new dungeon, and to preserve order and restore harmony to the world your champions must find the Corbum and destroy it in the

## CHAOS

**Just when you thought you were safe, Lord Chaos is back and madder than ever in FTL's thrilling sequel to Dungeon Master, Chaos Strikes Back.**



Forge of Fulya. There are four mazes to conquer in Chaos Strikes Back with four ways to conquer each of them. The way you choose to conquer a maze depends on your choice of character type. Those choices are warrior, ninja, wizard and priest.

Despite the new story line, Chaos Strikes Back plays much the same as Dungeon Master. You must negotiate passages, fight monsters, solve riddles and collect weapons, food and armor to survive. The program uses the same interface as its predecessor. In fact, the main difference between the two programs is one of

degree. Simply put, the easiest levels in Chaos Strikes Back are at least as difficult as the hardest levels in Dungeon Master.

Chaos Strikes Back comes with a utility disk that lets you load the characters from a saved Dungeon Master game and use them to create a new Chaos game. If you do this, your characters must be fairly far advanced; the manual recommends that they should have been far enough inside the dungeon to have seen Lord Chaos. If it's been a while since you last played, you might want to spend some time playing Dungeon Master to get back into the

es • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games

## FIENDISH FREDDY



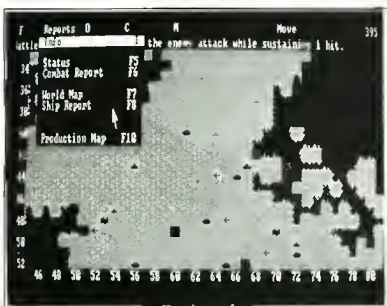
**Reviewed  
on page 70**

## HANG ON



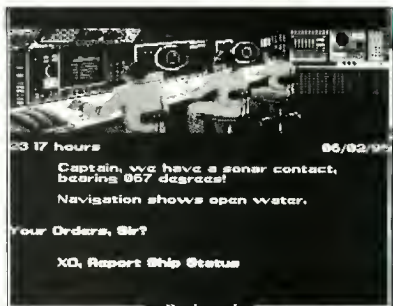
**Reviewed  
on page 71**

## EMPIRE



*Reviewed  
on page 48*

## RED STORM RISING



*Reviewed  
on page 49*

swing of the game. Oh, and have your spell list out and ready when you start up Chaos Strikes Back.

If you don't have a saved Dungeon Master game, you can create a new company of champions from the Chaos Strikes Back prison. Many of these champions are of new species and they all have fairly highly advanced skill levels.

Regardless of how you get your characters, they will begin in the new dungeon without any equipment or supplies.

The utility disk that comes with the package is used primarily to initialize new games using old characters. Additionally, there is a feature to let you edit a champion's portrait and name. You can save and load portraits independently, and people are already uploading new portraits to bulletin boards. (I've seen Bloom County characters on CompuServe.)

The Utility Disk also lets you visit the new Hint Oracle. This intelligent creature loads a saved game, ana-

lyzes your position in the dungeon and then offers a menu of clues for you to examine. The Hint Oracle rarely tells the solution to a puzzle outright; more often it gives a few clues to help you figure the puzzle out for yourself. This is a welcome addition to gameplay.

START's editors have intermittently discussed using a rating system for game reviews. (Editor's Note: Resolved. See the catchy "At a Glance" summary before reviews.) Such a system could use Siskell &

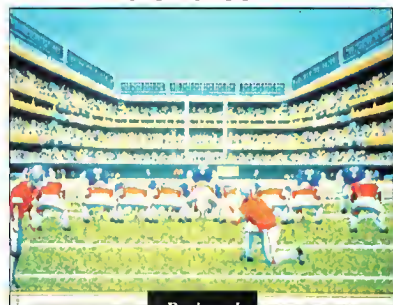
Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games

## ROBOCOP



*Reviewed  
on page 72*

## TV SPORTS FOOTBALL



*Reviewed  
on page 73*

Ebert-style "thumbs up" or "thumbs down"; a small graphic logo some movie reviews use which picture a little man in a chair sleeping, applauding or cheering; or a standard one- to four-star rating. So to give you an idea of what to expect from FTL's long-awaited sequel to *Dungeon Master*, I offer this objective assessment of *Chaos Strikes Back*: two thumbs — being bitten off. A little man — fleeing for his life. Four stars — all shooting fireballs at you from different directions. Heidi says, check it out.

## ARTURA

Reviewed by Greg Perez

### AT A GLANCE

Game:	Artura
Company:	Arcadia 18001 Cowan St., Sres. A & B Irvine, CA 92714 714/833-8710
Price:	\$14.99
Summary:	Hack-(yawn)-and-slash.

Artura from Arcadia Software loosely follows the original legend of King Arthur of Camelot. In an age when only the strongest survived and the strong usually carried big weapons, you take on the role of Artura, son of the Pendragon. You battle your way through a huge underground maze that leads (hopefully) to the beautiful Nimue, daughter of Merdyn the Mage.

Basically, Artura is a hack-and-slash game. You control your left and right movements with a joystick and sling your axe with the fire button. Most of your confrontations are either with barbarians who do nothing else but stand in your way to deplete your energy, or with rats and spiders that drain you as well by nibbling on you. Once in a while, you come up against a wizard, who throws lightning or fireballs to hold you off.

There isn't much to this game, but you do have more challenges than chopping up barbarians and giant rats. Hidden somewhere along the way are the pieces to the sacred Runestones. When they're used separately or in combinations, they give you the power to use the wheel of Cerriddwen, which helps you on your quest to rescue Nimue.

Included in the package is a poster-size map that's supposed to help you through the mazes, but it ends up being more confusing than it's worth. Artura is a horizontal

platform game; the map provides you with an aerial view of the maze. But it's simply filled with weird symbols and a gaggle of unknown arrows pointing in all different directions. And there was no legend.

Artura could be better in many ways. It's not too exciting in the way of play and it resembles at least a dozen other platform-style games on the market. But, the challenge of finding the Runestone did add some depth and gave me incentive to dig deeper. ▶

## STRATEGY



*This is for the chess masters, mystery buffs and the generally intuitive amongst us. It requires a highly developed intelligence, an acute attention to detail and a little paranoia. (Aspirin is optional but recommended.)*

## AT A GLANCE

<b>Game:</b>	Clue Master Detective
<b>Company:</b>	Mastertronic 18001 Cowan St., Stes. A & B Irvine, CA 92714 714/833-8710
<b>Price:</b>	\$39.99
<b>Summary:</b>	Clue is fun but more challenging as a board game.

## CLUE MASTER DETECTIVE

Reviewed by Dr. John Watson

START Programs Editor

In glancing over the notes I have been honored to gather during the course of my long relationship with Sherlock Holmes, I am struck by those pertaining to the murderous affair at Boddy Manor. Not exactly a case, in that the corpse was fictional, this adventure was a test of the deductive powers of my intimate friend and associate.

Holmes had been contacted the previous week by a gentleman with the unusual name of Virgin Mastertronic, who claimed to have made significant improvements to Charles Babbage's calculating machine, which he called a computer. In order to publicize his efforts, he proposed to test his invention's logical skills against those of the world's only consulting detective, whose superior deductive powers are universally acknowledged as unequaled.

All this was quite unknown to me when I knocked up Holmes late one morning. Much to my surprise, as I know from my time spent lodging with him that he is by habit a late riser, he answered the door at 221B Baker Street himself, clad not in his purple dressing gown, but in an overcoat, as it was his intention to go out.

"Watson, if you can spare the afternoon, you will find a most

intriguing story to add to your collection," he said, shutting the door behind him. With such a promise I could do nothing but accompany my friend.

"I shall no doubt win this contest," Holmes said, "having spent years honing my faculties of observation and reasoning."

At Boddy Manor, we met several other detectives who had been invited to participate. Mr. Mastertronic was obviously eager to promote his Babbage machine, or computer. He introduced us to the Parker brothers, who actually devised the test Holmes was about to undertake. It was a test involving a crime.

"Mr. Boddy has been murdered," they said, referring to the absent owner of the grand house in which we stood. "You are to find his killer, the instrument of death and the room in which he died.

## TOAD COMPUTERS!



Have Reviews  
High Tech!

## TOADfile 44!

REMOVABLE CARTRIDGE HARD DISK DRIVE!

"I LOVE\* the drive! All Spectre development is now being done on my Toadfile 44!" - David Small

- 25ms Access Time • Ready To Use
- 500-600 K/Sec. Throughput • Fun!
- Totally Compatible With Everything
- 2 Yr. Warranty! • LOW \$849 Price

Formatting, Utilities, and Backup Software Included!  
Ask about our new option to buy hard disks and cartridges filled with the Current Notes PD Library!  
ASK ABOUT \$99 3.5" & 5.25" FLOPPIES!

## TOADFILE 44

TOADfile 44 (Standard).....	\$849
TOADfile 44D (Mechanism Only).....	\$649
TOADfile 88X (2 Drives).....	\$1499
TOADfile 74 (44MB Cart+30).....	\$1149
TOADfile 94 (44MB Cart+50).....	\$1229
TOADfile 129Z (44MB Cart+85).....	\$1349
TOADfile 129X (44MB Cart+85).....	\$1299
EXTRA CARTRIDGES.....	\$99

## TOAD Hard Disks

TOAD 20 (40ms Access Time).....	\$469
TOAD 20 (28ms Access Time).....	\$489
TOAD 30 (40ms Access Time).....	\$509
TOAD 30 (28ms Access Time).....	\$529
TOAD 50 (40ms Access Time).....	\$569
TOAD 50 (28ms Access Time).....	\$589
TOAD 85 (28ms Access Time).....	\$679
TOAD 85 (24ms Access Time).....	\$709
TOAD 100 (40ms Access Time).....	\$879
TOAD 130 (24ms Access Time).....	\$1159
TOAD 170 (28ms Access Time).....	\$1199

## ICD FA•ST Drives

FAST 85MB 24ms (3.5").....	\$739
FAST 85MB 28ms (5.25").....	\$689
FAST 65MB 24ms (3.5").....	\$679
FAST 50MB 28ms (3.5").....	\$619
FAST 50MB 40ms (3.5").....	\$589
FAST 30MB 28ms (3.5").....	\$579
FAST 30MB 40ms (3.5").....	\$549
FAST 20MB 28ms (3.5").....	\$529
FAST 20MB 40ms (3.5").....	\$499
FAST 170MB 24ms (2.5").....	\$1249
FAST TAPE BACKUP.....	\$769

## Tadpole Mega Internal Drives

Tadpole 20 (40ms).....	\$359
Tadpole 20 (28ms).....	\$379
Tadpole 30 (40ms).....	\$399
Tadpole 30 (28ms).....	\$419
Tadpole 50 (40ms).....	\$419
Tadpole 50 (28ms).....	\$449
Tadpole 65 (28ms).....	\$499
Tadpole 85 (24ms).....	\$559

ORDERS ONLY: (800) 448-TOAD

BBS: (301) 544-6999

TOAD COMPUTERS • 556 Baltimore Annapolis Blvd. • Severna Park MD 21146

FREE SHIPPING in 48 states on all orders! Prices reflect 4% discount for cash/check. We accept VISA, MC & Discover. MO residents add 5% tax.  
CELEBRATE THE WORLDWIDE FAILURE OF COMMUNISM! BUY A TOAD DRIVE! GET REAL - GET HIGH ON LIFE! STAY OFF DRUGS!

QUESTIONS / CHAT: (301) 544-6943

ORDER / INFO FAX: (301) 544-1329



"There are 10 suspects and eight deadly weapons. Boddy Manor has 12 rooms. These are represented by cards. One card from each category has been removed. Your task is to discover which cards they are.

"In the interest of fairness, at least three participants must be involved in this test, and we will run several, with different combinations of players."

"This should be elementary, my dear Watson," Holmes said to me. "There are only 960 possible solutions."

"How do you know that," I gasped, stunned by Holmes' razor intelligence.

"Multiplication, my friend. Elementary multiplication."

Once Holmes had pointed it out to me, it was easy to see.

The Parker brothers continued. "Each participant will assume the role of one of the 10 suspects. He,

she or it will receive a portion of the cards. By determining which cards your opponents have, you can, by process of elimination, deduce the murderer, room and weapon.

"You play by walking through

you feel you have a solution, you may make an accusation. If you are incorrect, you are eliminated from the game. Any questions?"

There were none, as we were all most eager to begin the contest. Mr.

## **Mr. Boddy has been murdered. You are to find his killer, the instrument of death and the room in which he died.**

Boddy Manor. Each time you enter a room, you may suggest a possible murder scenario. If another player holds a card which disproves your suggestion, he or she will show it to you.

"Additionally, at certain marked places within Boddy Manor you may peek at an opponent's hand. When

Mastertronic switched on his computer. In the window at the front of his machine, we saw a picture of a possible murder scenario, which Holmes watched in fascination as it was a noisy and colorful display involving the unfortunate Mr. Boddy, a wingback chair and a blazing fire. Then the pictures of the suspects ►

## **A HARD DRIVE IS A TERRIBLE THING TO WASTE.**

For only \$9.95, you can spend an hour downloading onto your hard disk from a library of over 10,145 programs. Additional downloads are as little as \$4.80 per hour. There are no surcharges for high speed access, no premiums for using Tynnet or Telenet, and no mandatory monthly minimums.

For more information, with your computer and modem dial 1-800-365-4636. Press Return twice. At Username: type JOINDELPHI and at Password: type START.

# **DELPHI™**

Popularizing Hard Drives Since 1982

800-544-4005 • 617-491-3393

INTRODUCING the first **SOLID STEEL** holding clamp for your Joystick, and it's called...

**NEW!**

**STIK-GRIPPER™**

• **ALLOWS ONE HANDED JOYSTICK OPERATION!**

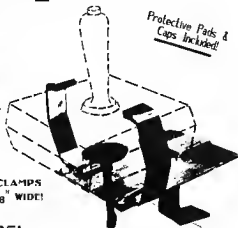
• **AVOIDS FUMBLING FOR THE KEYBOARD CONTROLS!**

• **EXCELLENT FOR FLIGHT SIMULATORS!**

• **GIVES ANY GAME THE TRUE ARCADE FEEL!**

• **TOTALLY ADJUSTABLE! CLAMPS ANY JOYSTICK UP TO 4 1/8" WIDE!**

• **RETAIL PRICE ONLY: \$18.95!**



**NOW** you can use BOTH your Keyboard AND your Joystick **AT THE SAME TIME!**

CALL your local computer store or send a check or money order for \$18.95 + \$1.50 shipping to:

Duggan DeZign Inc.  
300 Quaker Lane  
Suite #7  
Warwick RI 02886

*"It Clamps you into the Action!"*

RI residents add 6% tax

appeared. Holmes dutifully chose one since the first test was to pit the computer against the great detective.

After announcing that the crime was committed by Monsieur Brunette in the Billiard Room with the Poison, Holmes said, "I find it more enjoyable to sit in the conservatory and listen to the birds while the machine takes its turn. Then I simply examine the record of its guesses and incorporate the information into what I have gathered through my own keen observations."

"Perhaps a test that includes your fellow detectives will present more of a challenge," the Parker brothers suggested.

"Perhaps," Holmes said, "but I have yet to take the measure of the machine. This time I will let the computer win."

Alas, Mr. Mastertronic's invention was no match for Holmes' remarkable mental qualities. My friend had whispered the solution to me a full two turns before the machine deduced the murderer.

The test with several other humans was more to Holmes' liking. As he has proven in his bouts with the redoubtable Inspector Lestrade at Scotland Yard, matching wits with other members of the detective profession is an activity whose pleasure is eclipsed only by matching wits with perpetrators of evil.

The human detectives did encounter one problem, however. Since the computer was responsible for the revelation of clues, the detectives waiting their turn were forced to avoid the machine's window lest they learn information which they ought not. Impatient with this awkward method, Holmes paced the floor, coattails flapping against his long legs as he toured the room in swift strides.

"So, Mr. Holmes, what do you think of our experiment?" the Parker brothers asked him as we begged our leave.

"An absorbing enough amusement for amateurs," he said, "but finely honed intellects like mine prefer a real chase that pits one human mind against another."

"Come, Watson, come," Holmes cried. "The game is afoot."

But I regret to say that for once, Holmes was wrong. The game is Clue Master Detective.

## EMPIRE

*Reviewed by Heidi Brumbaugh*

### AT A GLANCE

<b>Game:</b>	Empire
<b>Company:</b>	Interstel Corp., Dist. by Electronic Arts 1820 Gateway Dr. San Mateo, CA 94404 415/571-7171
<b>Price:</b>	\$49.95
<b>Summary:</b>	An excellent battle of the minds.

Empire, by Interstel Software, is an elaborate strategy game in which you try to spread your superior military forces over the world and thereby conquer it. As many as three players — in any combination of human and computer opponents — can participate in this quest for imperial power. The program runs in medium or high resolution and has a keyword

productivity of their cities. After you ignite production in your own city, you can begin building transports to move troops to neighboring land masses. Destroyers and submarines map out nearby waters and guard ports from other players. When you've captured cities on neighboring continents, you're ready to erect a stronger force including cruisers, battleships and aircraft carriers.

Each element in your force has different strengths and weaknesses. For example, only armies can capture cities, so they are necessary to winning the game. However, they move slowly, only one square at a time, and are limited to land exploration (unless you move them in troop transports). Fighters, on the other hand, are ideal for reconnaissance because they move quickly — five squares at a time — and can cover land or sea. However, they must remain close to one of your cities as they have limited fuel and can crash if they stay out too long. Similarly, battleships are much harder to sink than destroyers, but destroyers take less time to produce and move faster. Empire forces you to strategically combine your resources in the most effective way possible for the current game's map and your opponents.

The Empire map is a grid made up of squares; each square is land, sea

---

**Empire forces you to strategically combine  
your resources in the most effective  
way possible.**

---

copy protection scheme.

An Empire world is comprised of continents, islands and seas. You begin with a continent of your own and one city. Basically, you want to strengthen your forces, invade foreign continents and interrupt the

or shore. The map of the board is revealed as you play; you only learn the layout of adjoining squares by moving pieces across them. Each player can likewise see only his or her section of the board. The layout of opponents' territories and posi-

tioning are secret until they are encountered. For this reason, if more than one person plays on the same computer other players must look away from the screen when it's not their turn. The program handles this pretty well; at the end of each turn the screen goes blank except for a message instructing the next player to "report to the command post." Alternately, players can use the "play by mail" option to save the game on disk after each turn and mail it (electronically or otherwise) to the next player. Empire does not support interactive play via modem.

Since the size of the board is tremendous, a game can last several days, with fleets growing to contain hundreds of armies, fighters and ships. Fortunately, the program's excellent interface makes managing your forces practical. The main screen only lets you see a small portion of the world at a time, but there's an option to view the entire map so you can get a better perspective on your forces. You can also call up status reports showing the size and production status of your fleet. A production map shows at a glance the production distribution of your territories. Empire also offers a

variety of commands to control your forces. You can set flight paths for fighters, command forces to move to a specific location or in a specific direction, set ships to automatically

this game, everyone begins with the same resources. Winning depends upon tactical skills, clear thinking and organization — not to mention knowing thy enemy.

## For even more variety, Empire includes a map editor so you can create your own worlds.

patrol waters and put armies on sentry watches.

At the beginning of each game, all players are randomly assigned positions on the map so each game is different, even if you've used the same map before. For even more variety, Empire includes a map editor so you can create your own worlds. Finally, you can increase or decrease any player's production or combat efficiency for more challenging gameplay. This is particularly useful because the computer is not very smart about employing strategy; increasing its efficiency usually makes up for it.

I recommend Empire to anyone who prefers strategy games to arcade shoot-em-ups or games of chance. In

## RED STORM RISING

*Reviewed by Wolf Griffey*

### AT A GLANCE

<b>Game:</b>	Red Storm Rising
<b>Company:</b>	MicroProse Simulation Software 180 Lakefront Drive Hunt Valley, MD 21030 301/771-1151
<b>Price:</b>	\$54.95
<b>Summary:</b>	The thrill of the hunt has never been better.

While Tom Clancy (author of the novel, *Red Storm Rising*) and MicroProse were conspiring the final touches on the combat simulation of the same title, the "bad guys,"

*continued on page 69*

Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games • Games

## TABLE TENNIS



*Reviewed  
on page 75*

## RICK DAVIS SOCCER



*Reviewed  
on page 76*

# BUGS



BY GREG "MADDOG" KNAUSS

*Our hero has been captured by mad scientists for use in their evil experiments. Will he survive their terrible tests? Is this the end the dynamic reptile? Holy bugs, Bat — uh — Snakeman!*

## AT A GLANCE

Program:	Bugs!
Type:	Maze game
Requirements:	512K, low rez, joystick
Arfile:	BUGSBUGS.PRG
Files:	BUGS.1ST      BUGS_SET.5 BUGS.PRG      BUGS_SET.6 BUGS_SET.1    BUGS_SET.7 BUGS_SET.2    BUGS_SET.8 BUGS_SET.3    BUGS_SET.9 BUGS_SET.4
Language:	GFA BASIC 3.0

"You have the test subject, Wilson?"

"Yes. His name's Edwin."

You hear your name and look around. There seems to be something that you would call "wind" — if you had a brain bigger than a walnut — blowing gently out of the northwest, and the big warm sphere above is making you pleasantly sluggish. You decide that you're not that interested in your name anyway and stop looking around.

"We're not going through this again, are we, Wilson? It's an animal.

An experiment. An *it*."

Suddenly, you're lifted into air. Your first impulse is to stick out your tongue and this is exactly what you do. But since experience has taught you this almost never helps the situation, you pull it back in.

All those "scientific" experiments you've endured have mutated your DNA. You're still Edwin the snake, but now you're just more, well, flexible. Your body stretches and contracts like an accordion. And since scientists do as scientists will, they have one last test for you, to clean up all the underground radioactive leakage that has spawned mutant bugs.

You're taken outside and dropped on the grass near a small hole. Acting on instinct, you wrap the end of your tail around the nearby wooden arch and stick your head into the hole. You can't explain why you do it; it just feels right.

"Ha. See? He's smart. He knew exactly what to do."

"Any bioengineer worth his salt can program innate responses into a



snake. Let's just see what happens."

Another idea tickles your cerebellum. You plunge into the hole. When your eyes adjust to the darkness, you head for the small gleam ahead of you. You think it might be a good idea to eat it. You do, and notice another one farther along. Instinctively you elongate your body and head toward it.

Suddenly, the gleaming thing in front of you starts to growl. Even if your brain is smaller than a walnut, you know this is not a friendly sign. You back up and try another passage.

### Poised and Ready

To play Bugs!, double-click on the archive file BUGSBUGS.PRG and choose Extract when the dialog box appears. Select a destination disk and the files will be un-ARCD directly onto that disk. To start the program, double-click on BUGS.PRG. The game runs in low resolution and requires a joystick.

At the title screen, press the joystick's fire button to start the game using the first maze. If there aren't any mazes to run, you'll go directly into the Editor. Bugs! comes with nine mazes, which are named BUGS\_SET.1 through BUGS\_SET.9.

If you want to choose the starting maze, press [Spacebar]. A box appears in the center of the screen. Use the right and left arrow keys to cycle through the available mazes, then press [Return] when the one you want is shown in the box. [Escape] exits Bugs!. [Return] takes you to the Bugs! Editor.



### Down the Hatch

Underground, there is a maze of tunnels littered with large and small radioactive pellets, and blue and red bugs. Your job is to eat all the pellets and avoid being killed by the bugs.

You eat something by running over it with your head. You score points if you eat a blue bug, but a red bug is so radioactive that it's lethal. (Why else do you think it's glowing?)

Clean up the radioactive tunnels, avoid the deadly bugs and live to run another maze.

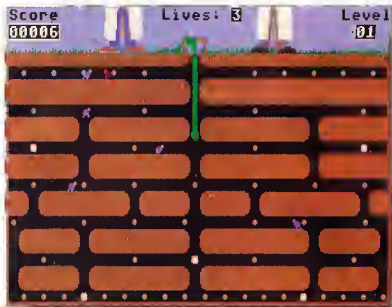
When editing a maze, use the mouse to select and lay down tiles.

Conversely, nothing happens if a red bug runs over your body, but a blue bug, with its toxic skin, will kill you if it runs into you.

Lucky for you, eating a large pellet causes a radioactive explosion which temporarily stuns the blue bugs but does not affect you.

For every pellet you eat (big or small) you get points equal to the

*continued on page 78*



# CROSS CREATOR



Cheryl Robin

*If you've ever marveled at those mental whizzes who actually finish the New York Times crossword puzzle — in PEN — then pause for a moment and consider how tough it must be to design them. But help is here. Using Crossword Creator, you'll whip up those brain teasers with ease.*



# WORD ON DISK

## Now Making a Crossword Puzzle is Easier than Solving One

BY JOHN L. HUTCHINSON

### AT A GLANCE

<b>Program:</b>	Crossword Creator
<b>Type:</b>	Crossword-puzzle generator
<b>Requirements:</b>	512K, high or medium rez
<b>Archive:</b>	CROSSWRD.PRG
<b>Files:</b>	CWC_COLR.PRG CWC_MONO.PRG
<b>Language:</b>	GFA BASIC 3.0

**W**hen Arthur Wynne published the first modern crossword puzzle in the *New York World* on December 13, 1913, little did he know that it would quickly become a fad in the United States and soon spread to other countries as well. By the early 1920s, newly formed crossword clubs were sponsoring contests and holding championships, which increased the crossword puzzle's popularity.

Solving crosswords has long since been described as an "enjoyable exercise in frustration" for millions of puzzle addicts worldwide. Creating a puzzle, however, tends to redefine the term on a nightmarish scale, calling for a tedious pencil-and-paper drill with dubious results, at best. This is why I developed Crossword Creator, a full-featured crossword generator that helps you easily create and print your own crossword puzzles. The program includes clue editing and an optional puzzle solution.

### Getting Started

To run Crossword Creator, double-click on the archive file CROSSWRD.PRG and choose Extract when the dialog box appears. Select a destination disk and the files will be un-ARCD directly onto that disk. To start the program, double-click on either CWC\_MONO.PRG or CWC\_COLR.PRG, depending on the type of monitor you have. After a few moments, the title screen will appear and Crossword Creator is ready to use.

Most of the Crossword Creator screen is taken up by the grid where the interlocking words that make up your puzzle will be displayed. Upon loading, the program defaults to the maximum allowable size grid for your particular monitor (24 across x 17 down for color; 30 across x 20 down for monochrome).

Along the left-hand side and bottom of the screen are several option buttons, some of which appear faded to indicate that they are not yet usable. For example, when there is no puzzle in memory, the only options available are CREATE, LOAD and QUIT. All options may be selected by pointing and clicking with the left mouse button or by pressing the key corresponding to the highlighted letter of the desired option.

The functions of the main screen's option buttons are described in the sidebar.

### How to Create a Puzzle from a Word List

You'll find the Word List method to be the fastest and easiest way to create a puzzle in Crossword Creator. Word lists may be created via the CREATE PUZZLE function, or you may use any word processor capable of saving a file in ASCII. If you use a word processor, put only one word on a line and end each line with a carriage return. Crossword Creator accepts a maximum of 99 words of length 15 letters or less, alphabet characters only. Save the list to disk as an ASCII text file using a filename extension .WRD.

For maximum speed, Crossword Creator will not display the puzzle on screen until it has exhausted the word list. Very large word lists may take a few minutes, so be patient and wait for the bell that sounds when the puzzle has been completed. You may halt the process at any time by pressing [Undo]. Once the puzzle has been completed, you will be advised of what percentage of words from the original word list were successfully added to the puzzle. If you wish, you then may ask Crossword Creator to try the same list again. The program will randomize the words in an attempt to fit a greater proportion.

### Hints and Tips

The MAKE TEMPLATE option lets you create specific crossword puzzle patterns. You may add or delete blacked-out squares at any time, but ►

remember that templates usually restrict the number of words that can be successfully added. Also, when the PRINT PUZZLE option is selected, all unused rows and columns in your puzzle will be erased to make it more compact. You can defeat this compaction by forming a border of blacked-out squares around the perimeter of your puzzle.

Many crossword puzzles are designed so that the upper left-hand corner contains an across word and a down word. While Crossword Creator optimizes its search pattern to fit an entered word as quickly as possible, this may not result in the specific word placement that you want. To remedy this, use the MANUAL mode of the ADD WORD function to place an across word and down word at the corner(s) as desired. Then return to AUTO mode to continue entering words the easy way.

If you don't care for the positioning of a word done in the AUTO mode, use the DELETE WORD function to remove it, then add it back in at the preferred

location using the MANUAL mode.

You will be alerted if a manually positioned word causes a conflict with an existing word. Such conflicts usually arise from the accidental formation of nonsense words when you place a new word adjacent to an existing one. You may KEEP or DELETE the word just added but if you keep it, be sure to correct any nonsense words by manually adding new words over them.

Although you won't have to worry about conflicts in the AUTO mode, judicious use of the MANUAL mode will certainly make your puzzles more challenging and professional in their appearance. ■

*John L. Hutchinson is a major in the U.S. Army and is currently assigned to the Australian Army War Game Centre in Sydney. He is the author of Naval Battle (START Special Issue Number Four) and a number of GEA BASIC tutorials that appeared in previous issues of START.*

## KEYBOARD EQUIVALENTS

Button	Key
ADD WORD	A
CREATE PUZZLE	C
DELETE WORD	D
EDIT CLUES	E
LOAD PUZZLE	L
MAKE TEMPLATE	M
PRINT PUZZLE	P
QUIT	Q or Undo
SAVE PUZZLE	S
UNUSED	N
USED	U
?	? or Help

## CREATE PUZZLE

Creates a new puzzle or word list. A dialog box appears giving you three choices: PUZZLE, WRD LIST and CANCEL.

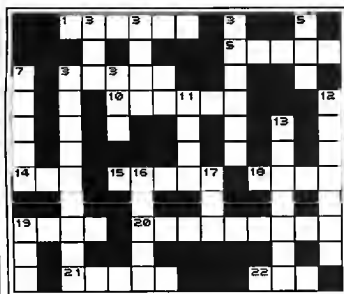
Click on WRD LIST to create a word list. Words must be entered one at a time. Each word may contain up to 15 characters and must consist of letters only — no numerals or punctuation. Press [Return] when you've finished your list, then save it by selecting a filename with the extension .WRD.

When you choose PUZZLE, a dialog box asks you to enter your puzzle's parameters. These parameters include the number of letters across and down, and the total number of words (up to 99). Click on the arrows beside the numbers to increase or decrease them.

The puzzle-parameters dialog box also asks you to choose your WORD ENTRY METHOD. Choose KEYBOARD to enter words from the keyboard, one at a time. Choose WORD LIST to load a previously prepared list of words.

Below that, you're asked to choose your preferred WORD POSITIONING METHOD. Choose AUTOMATIC to let the program decide where to place each word.

## Crossword Creator Sample Puzzle



### ACROSS

- Nickname of Bugs author
- Uncompress; pre-playing preparation
- #1 Guide to Atari ST
- Pazhitnov's big hit
- Programs Editor
- June's theme
- The contents of Dialog Box
- See 2D across
- Atari's new president
- Mutant snake's name
- Crossword Creator's creator

### DOWN

- What Psynopsis illustrators studied
- Wardle's \_\_\_\_\_ cube
- Pazhitnov's home
- Editor's initials
- Junior Editor
- Location of Atari headquarters
- What Edwin did to the pellets
- Review category; \_\_\_\_\_ playing games
- Psynopsis' native land
- Sam or Jack
- Computer manufacturer
- Machines used by START staff
- Computer which the ST can emulate

Solution on page S6

# CROSSWORD CREATOR, BUTTON BY BUTTON

Click on **MANUAL** to position each word yourself.

Finally, you must decide whether or not you want Crossword Creator to automatically attempt to fit words from the unused list.

## SAVE PUZZLE

Saves your masterpiece to disk. All puzzle data files must have the filename extension .PUZ. Existing puzzles with the same filename will be renamed \*.BAK. In addition, a word-list file of the same filename but with a .WRD extension will automatically be saved.

## LOAD PUZZLE

Lets you load a previously saved puzzle file. Be sure to save any puzzle currently in memory, as loading another puzzle will replace it.

## ADD WORD

A dialog box will appear asking you to choose either **AUTO** or **MANUAL**. **AUTO** is the default; the program fits each word in the puzzle automatically. The first word will be positioned as close to the center of the puzzle as possible. Subsequent words will be interconnected with existing words or placed on the unused words list for later use.

To enter words manually, click on **MANUAL**. At the **ENTER NEW WORD** prompt, enter any word of up to 15 characters and press [Return]. The word will appear in boldface the upper left hand corner of the puzzle. Click on the right mouse button to switch it from across to down, then drag your word to the desired location in the puzzle. Press the left mouse button to paste the word. You may then continue to enter new words to the maximum puzzle limit of 99. Note that you cannot connect to an existing word unless the letters of both words match up exactly. Crossword Creator will also alert you if you try to place the word in a position where it creates a conflict with existing words.

To exit to the main menu, press [Return] at the **ENTER NEW WORD** prompt.

## DELETE WORD

This option will change the mouse cursor to a skull and crossbones and display a list of any unused words over the option buttons. Position this "deadly" cursor over the first letter of any word in the puzzle or the unused-words list and click the left mouse button to delete that word.

To cancel the delete operation, click the right mouse button or press any key. Use this option with care

because once a word has been deleted, it's gone for good!

## MAKE TEMPLATE

The mouse cursor changes to a crosshair with which you can "paint" a pattern of black squares on the puzzle grid. No words will be positioned on black squares. Click the left mouse button to paint or erase each square, and the right button to exit this function.

**MAKE TEMPLATE** gives you a choice of symmetry: **NONE**, **2-WAY** and **4-WAY**. **NONE** paints squares one at a time. **2-WAY** paints a square and its diagonal counterpart. **4-WAY** paints a square and its counterparts in the other three corners.

## EDIT CLUES

Lets you to enter or edit text clues for each word currently used in the puzzle. The "across" words are presented first, followed by the "down" words. Each clue is limited to a single line of up to 35 characters. When editing previously entered clues, simply press [Return] to accept a clue, or press [Delete] to erase a clue prior to typing in a new one.

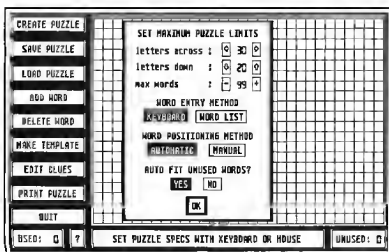
## PRINT PUZZLE

Select this option to call up a sub-menu of print options.

Click on **PUZZLE ONLY** or press [P] to print an unsolved puzzle. Click on **CLUES ONLY** or press [C] to print its clues. Select **SOLUTION ONLY** or press [S] to print its solution. **WORD LIST** or [W] prints a list of used and unused puzzle words. Click on **PRINT ALL** or press [A] to print the puzzle, clues, solution and word list in that order. Select **CANCEL** or press [Undo] to return to the main menu.

Prior to printing, Crossword

At the main menu, click on **CREATE PUZZLE** to call up this dialog box. Here you may set your desired puzzle parameters.



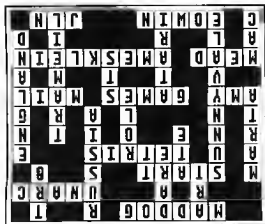
## CROSSWORD CREATOR

Creator will ask you to enter an optional puzzle title in the message box. If you choose to enter one, it will be used as a heading above your printed puzzle and/or puzzle solution. Use [Delete] to edit the puzzle title as desired.

If printing a puzzle or solution, you'll also have the opportunity to save a DEGAS format picture file of the screen image. Use a filename extension of .PI2 for color puzzles and .PI3 for monochrome. (Editors

who wish to incorporate crossword puzzles in their publications should find this particularly useful.)

You also have a choice of **FINAL** or **DRAFT** quality printouts. Click on **FINAL** to produce a finely detailed puzzle; **DRAFT** produces a rough version. Note that final-quality puzzle printing yields individual puzzle grids of 1/4-inch square. Also, while Crossword Creator has been designed for Epson-compatible 9-pin, dot-matrix printers, its draft mode will work with most other popular makes as well.



### QUIT

Returns you to the Desktop. Be sure to save your puzzle file before exiting the program.

### USED:

Displays an alphabetized list of

### ?

Crossword Creator provides plenty of online help. Click on the question mark to call up the help menu. Press any key or mouse button to return to the program.

The message box at the bottom center of the screen contains messages and questions to help you create your puzzle.

### UNUSED:

Similar to **USED**, **UNUSED** displays an alphabetized list of unused words. It also keeps you advised of how many words have been entered that do not successfully fit in the puzzle. ■

## MEMORY UPGRADES

### FOR ATARI ST & MEGA II

	4 MEG	2.5 MEG	2 MEG	1 MEG
MEGA II	270.00	*	*	*
1040 ST	480.00	270.00	*	*
520 ST <sup>TM</sup>	480.00	270.00	*	95.00
520 ST	480.00	*	270.00	95.00

Prices include RAM chips, installation, 6 month warranty! 24 Hrs turn around for mail orders, or 'while you wait' for carry in.

Don't take chances with solderless RAM upgrades. We use soldering on all connections of our upgrades to insure long lasting quality of contacts.

Memory Upgrade prices are subject to change. Due to market fluctuations. For more information and latest prices please call!

**COMPUTROL INDUSTRIES**

35-28 33rd STREET  
ASTORIA, OR 97106  
(800) 477-2131  
(718) 392-5852  
FAX: (718) 392-4136

Boost productivity and processing power of your ST with Turbo 16 Accelerator.....299.95

Automatically set system time and date with internal real time Clock/Calendar.....59.95

For maximum storage capacity and flexibility get internal or external Single to Double Sided Drive upgrade.....115.00

Model 100 1984

## EXCITE YOUR COMPUTER

### Rent it some software

Call toll free outside Texas 1-800-433-2938  
Inside Texas call: 817-292-7306

**WEDGWOOD RENTAL**  
5316 Woodway Drive  
Fort Worth, Texas 76133



**Tell our advertisers you saw it in START!**

ANTIC SOFTWARE PRESENTS...

START MAGAZINE'S

# THE GRAB-BAG

FOR THE ATARI ST

BUY ONE AT REGULAR PRICE  
or Choose any 5  
for \$49.95

**SHOOT THE MOON** - A colorful, high-speed shoot-em up in the arcade tradition. (ST0252) \$39.95

**LCS WANDERER** - Transports you through galactic space sectors, black holes, and enemy aircraft. (Stereotek required) (ST0238) \$39.95

**QUICKTRAN** - Your 1200-baud modem can now transfer files at over 2000 baud at 4000 baud (ST0247) \$34.95

**P.I.E.** - Customize your icons - for programmers as well as desktop artists, with graphics improvements. (ST0248) \$29.95

**G.I.S.T.** - A fast, easy sound tool for adding sophisticated sound to your programs. (ST02330) \$34.95

**A-RAM** - Power, speed, flexibility, and the best print spooler makes this the ram disk for you. (ST0215) \$19.95

**A-SEKA** - Assembler, editor, and monitor/debugger combo, for programmers looking for ultra fast response time. (ST0216) \$19.95

**C.O.L.R. OBJECT EDITOR** - Create sprites and bit-mapped game objects using your art or any ST paint program. (BB9016) \$19.95

**RED ALERT** - Pick your own ground zero with the game that's the perfect blend of strategy and arcade action. (BB9015) \$15.95

## ORDER NOW!

Phone Orders - Toll free number:

**(800) 234-7001**

Mail Order

To order by mail, complete order form and return with payment to:

The Grab Bag  
544 Second Street  
San Francisco, CA 94107.

Payment by check, money order, MasterCard, VISA, or American Express. Payment must accompany all mail orders. Include shipping and handling charges of \$4.50 per order of 1 to 5 disks.

ALSO AVAILABLE FOR THE ST GRAB BAG:

(PD9093) SPEIL WRITER'S TOOL  
(PD9095) TOM HUDSON'S PD3 CTL  
(PD9097) SPACE DOCK  
(PD9098) TOM HUDSON'S STEELY SNK  
(PD9099) STEREO STARS AND SLIDE  
(PD9102) MISFIRE  
(PD9094) ARCHIVE COLLECTION  
(PD9089) PROFF  
(PD9058) ST DOODLE (520 ST)  
(PD9109) HOLO CONTEST I  
(PD9120) HOLO CONTEST II  
(PD9121) HOLO CONTEST III

Antic offers you a FREE Atari solar calculator with each order. You must act fast, because supplies are limited!!

Watch this space each month for more selections from Antics GRAB-BAG

## ORDER FORM

NAME _____				
ADDRESS _____				
CITY _____		STATE/COUNTRY _____		
ZIP CODE _____		PHONE NO. _____		
QUANTITY	ITEM NO.	DESCRIPTION	PRICE EA.	TOTAL
Price and availability subject to change without notice, as supplies allow.			Subtotal of all items ordered (Minimum order: \$19.95)	
Method of payment: <input type="checkbox"/> Check/Money order <input type="checkbox"/> MasterCard <input type="checkbox"/> VISA <input type="checkbox"/> AmEx			California residents add 6 3/4% sales tax. Shipping and handling charges (\$4.50 per order)	
Credit Card No. _____			Total _____	
Expiration Date _____			Name _____	
Signature _____				

# COMPLETE YOUR START LIBRARY

## Get Your Back Issues Now

You'll want to have every issue handy for quick reference. The START library... it's there when you need it!



### WINTER 86

*Features:* Jack Tramiel Interview, Buyer's Guide.  
*On Disk:* Noise Doodling; Address Book; Auto Dialer; Label Printer; St. Writer Secrets.  
*Reviewed:* Mark Williams C.; Menu+.

### SUMMER 87

*On Disk:* The a5Tronome; Text Compression and Huffman Coding with Personal Pascal; Flicker Animation Program; MIDISAVE.  
*Reviewed:* Word Writer ST; Data Manager ST; Swiftcalc ST; Five BASICs compared

### SPECIAL ISSUE #2

*Features:* Drawing and Painting Programs Overview; Desktop Video; How to Set Up Your own MIDI Studio; Rock'n'Roll with Atari; Shopping List of Music Hardware.  
*On Disk:* The Cartoonist; MIDI View; Ear Trainer.  
*Reviewed:* Synth-Droid; Xsyn Patch Editors; Music Studio and Music Construction Set.



### WINTER 87

*Features:* The Atari Mega 4; Zoomracks; The ST in Hollywood; How Not to Shop at a Computer Store.

*On Disk:* STARTKey; ST Writer Meets the Mouse.

*Reviewed:* Macintosh and PC Emulators; Dac-Easy and STAccounts; 1st Word Plus; Superbase Personal.

### SPECIAL ISSUE #2

*Features:* Drawing and Painting Programs Overview; Desktop Video; How to Set Up Your own MIDI Studio; Rock'n'Roll with Atari; Shopping List of Music Hardware.

*On Disk:* The Cartoonist; MIDI View; Ear Trainer.

*Reviewed:* Synth-Droid and Xsyn Patch Editors; Music Studio and Music Construction Set.

### SPRING 88

*Features:* Earthquake; Upgrading Your ST; Dave Mason Interview.

*On Disk:* Home Budgeting; Exploring Prolog; 1987 Tax Template; Battle for the Throne.

*Reviewed:* Personal Finance Programs; Desk Accessories Compared.



### SPECIAL ISSUE #3

*Features:* The ABCs of Desktop Publishing; The ST in Business; Business Graphics; Database Overview.

*On Disk:* CardStack Database; START Selector; Play the Market.

*Reviewed:* WordPerfect; F-15 Strike Eagle.

### SUMMER 88

*Features:* Three Years with the ST; Mick Fleetwood Interview.

*On Disk:* Planning Traveler; Writing Your Own Help Files; Fractal Landscape Generator; Klondike Solitaire.

*Reviewed:* Microsoft Write.

### SPECIAL ISSUE #4

*Features:* Games & Entertainment

*On Disk:* Naval Battle; World Discovery; Guitar Simulator; Byte Mechanic; ReSTART.

*Reviewed:* Dungeon Master; Chessbase; Four SonicFlight Patch Editors; Quantum Paint 1.2.

## FOR ORDERS ONLY CALL TOLL-FREE

1-800-234-7001 7 am-5 pm PST

MasterCard & Visa Only

Or send your check to: START BACK ISSUES, 544 Second Street  
San Francisco, CA 94107; California residents add 6½% sales tax.





## JANUARY 89

Features: Editor's Choice.  
On Disk: GFA BASIC 2.0; Spanish Mastery, STARTKey Revisited; Slither.  
Reviewed: GFA BASIC 3.0; Creator and Notator.

## FEBRUARY 89

Features: Thanks for all the Fish; ST: 1999.  
On Disk: Dah-Ditter; Moon Calendar; Kamikaze Chess, Killer Chess; VCR Organizer.  
Reviewed: Atari's Planetarium; Robtek's Skyplot; Mirage Sample Editor's.

## MARCH 89

Features: Three Artists Who Use the ST; Software Rental.  
On Disk: Seurat Draw and Paint Program; Assembled Sauces; ST Coloring Book.  
Reviewed: Graphics and Animation Programs Compared; Digigram's Big Band; Overview of Six CAD Programs.

## APRIL 89

Features: Jimmy Hotz's MIDI Magic; Dr. T Interview; The New TOS ROM Error Codes.  
On Disk: ST Writer Elite 3.0; Poker Solitaire; RAM Baby.  
Reviewed: Utilities; R/C Aerochopper; MIDI Draw.

## MAY 89

Features: CompuServe's Sports Forum; Atari Goes to College.  
On Disk: Space Wars 2400; GFA Object; 1988 Tax Template; SIFT (START's Instant File Translator).  
Reviewed: Buyer's Guide to Telecommunications Programs; Calamus.

## JUNE 89

Features: Do Any Business Computer; Arcade Addiction.  
On Disk: GFA Vector, Match Quiz St; Screenwriting with WordPerfect; ST Pinchle; Exploring Spreadsheets; Traveling Maties.  
Reviewed: Juggler II; Switch/Back; Revolver; Graphics Tool from Migraph; MIDI Drummer.

## JULY 89

Features: MIDI in the Future Tense; Making MIDI Affordable.  
On Disk: Babel; GFA Object; The ST Therenim; START Arcade.  
Reviewed: Sound Digitizers; EZ-Score Plus; Pagestream; Turbo ST1.4; Hi Soft BASIC and Hi Soft BASIC Professional.

## AUGUST 89

Features: Secrets of a Good User Interface; Tools of the Trade.  
On Disk: POGO; File Search; Splines on Splines; Stumbling Blocks.  
Reviewed: Ultrascript; DevpacST; dBMAN V; After-Market Floppy Disk Drives; MIDI Magic.

## SEPTEMBER 89

Features: Sam Tramiel Interview; Computer Game Violence.  
On Disk: Avelta 1; Ebor; The Seven Skulls; Newspeak; Slither Screen Editor; Clinko.  
Reviewed: Eight Games; Fleet Street Publisher 3.0; STAC, STOS and TaleSpin; NewScore.

## OCTOBER 89

Features: STACY and Portfolio Preview.  
On Disk: CAD-3D-to-DynaCADD Converter; Schedule Maker; ST Softguide; WordPerfect Macros; Boingo.  
Reviewed: DynaCADD 1.56; Hotwire, NeoDesk 2.0 and VDO's ProQueue; Entry-Level Sequencers; Computer Guide to the Solar System.

## NOVEMBER 89

Features: The Transputer Connection; Atari and Perihelion; Danny Osmond Interview; The START Disk's New Look.  
On Disk: RezRender; JULIA; Final Approach Controller.

# START LIBRARY ORDER FORM

ISSUE

MAG. W/DISK

MAG. ONLY

DISK ONLY

☐  
☐  
☐  
☐  
☐  
☐
☐  
☐  
☐  
☐  
☐  
☐
☐  
☐  
☐  
☐  
☐  
☐
☐  
☐  
☐  
☐  
☐  
☐

QTY:

X	\$14.95
\$	

X	\$4.00
\$	

X	\$10.95
\$	

Quantities are limited and we cannot guarantee that all back issues are available. Shipping/handling charge is \$6 per item whether you order the magazine with disk, the magazine only or the disk only. There is a flat fee of \$5.00 for orders of ten or more. Send to:

**START BACK ISSUES,**  
544 Second Street,  
San Francisco, CA 94107

dollar amt.  
ordered \$ \_\_\_\_\_  
shipping/  
handling \_\_\_\_\_  
Foreign (add  
\$1 per item) \_\_\_\_\_  
Calif. res. add  
6.5% sales tax \_\_\_\_\_  
Total amount  
(U.S. funds)\$ \_\_\_\_\_

☐ Payment Enclosed ☐ Check ☐ Visa ☐ Mastercard

Name

Address

City

State

Zip



# WORDLE

## A Tough and Jumbled Game

BY ERIC SLICK



*Scrambled gecs become unscrambled eggs when you play this absorbing search-and-sort word game. Twist your brain left, right, up, down and sideways trying to spot the words hidden within the letters in the Wordle block.*

### AT A GLANCE

Program:	Wordle
Type:	Word game
Requirements:	512K, low rez
Archfile:	WORDWORD.PRG
Files:	READ_ME.2    WORDLEAZ.PIC WORDLE.LST    WRDLPIC.DAT WORDLE.PRG
Language:	GFA BASIC 3.0

**W**ordle is a word-search game similar to the popular board game Boggle. Race against the computer as you try to find as many words as you can within a grid of randomly placed letters. To win, you must find more words than the computer finds within the time limit. The computer learns more words each time it plays, making it a more formidable opponent. Will your skills improve, too?

#### Getting Started

To play Wordle, double-click on the archive file WORDWORD.PRG and choose Extract when the dialog box appears. Select a destination disk and the files will be un-ARCD directly onto that disk. To start the program, double-click on WORDLE.PRG. The game runs in low resolution only.

At the main screen, click on the Start button. The letters are shuffled, the display box reads "Get Ready" and after three seconds, "Go!" The clock starts ticking.

#### At the Black

To spell a legal word each letter must touch the one before it. They can be connected either horizontally, vertically or diagonally. You cannot use the same letter twice in any one word.

Type the words that you find, using [Backspace] to correct mistakes; press [Return] when you've finished a word. Your words will appear in the white box on the right.

If the mouse is on, you can build words by left-clicking on the letters or holding down the left button and dragging the pointer over them. As you do this, the letters are highlighted. To un-highlight a letter, simply click on it. The right mouse button, or [Spacebar] enters the word.

If you need a breather, the [Escape] key pauses the game. If the mouse is active, you can click on the pause button. You then have three choices: **Start** the game over, **Skip** to scoring and **Continue** playing. Start quits the current game and gives you a new screen. Skip lets you move to the scoring stage without waiting for time to run out. Continue returns you to the game with no time lost. You'll notice, however, that during pause the letters disappear. Sorry, no cheating. The computer can't peek during Pause, so neither can you.

When time runs out, Wordle automatically strips out repeated words, short words (less than three letters), words that are not actually on the board and words found by both you and the computer. Only those words unique to your list and over two letters long will be left. If Wordle does not have your word in its dictionary, it will ask you whether to add it or not. Your words, and the computer's, are then scrolled in a window that appears on the right side of the screen, followed by your scores. You are awarded one point for a three letter word, two points for a four letter word, three for a five letter word and so on.

As you play the game, you will naturally develop a search strategy of your own, but here are some tips to start you off. Begin in a corner of the board and systematically search through all possible word combina-

tions that begin with that letter. When you run out of possibilities, go on to the next letter and do it again. (Of course, if you suddenly see a word across the crowded board, don't wait to enter it.) Watch for words that can be pluralized (i.e. toy and toys), and for words within words (i.e. enjoy and joy). Proper nouns, contractions, abbreviations, foreign and hyphenated words are illegal. Otherwise, any word found in the dictionary is fair game.

### Unscrambling the Big Picture

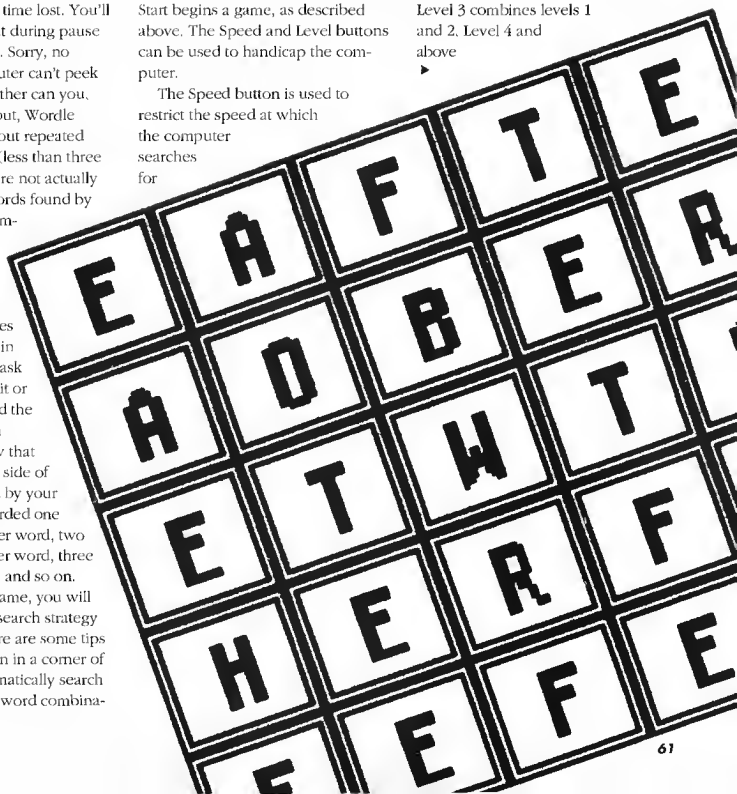
Along with the board of letters on the left side, there are several buttons on the right (**Start**, **Speed**, **Time**, **Level** and **Exit**) which control your game. Start begins a game, as described above. The Speed and Level buttons can be used to handicap the computer.

The Speed button is used to restrict the speed at which the computer searches for

words. The higher the number, the longer it takes the computer to complete a full search of the board. Speed 0 frees the computer to work at full tilt, while speed 9 restricts the computer so much it would be lucky to finish a full search in under nine minutes. This option is most useful when your own time is limited.

The Level button controls the computer's search pattern. Level 1 keeps the computer from thoroughly searching its own dictionary so that it misses some words. Level 2 makes the computer search randomly through the board. This setting may force the computer to give up searching early or conduct a rather thorough search; it's unpredictable. Level 3 combines levels 1 and 2. Level 4 and above

►



## WORDLE

restricts the computer's search to words of four letters or more. Level 5 combines levels 4 and 1. Level 6 combines levels 4 and 2 and Level seven 7 combines levels 1, 2 and 4.

Confusing? Not really. Just remember, levels 0 through 3 are the same as levels 4 through 7 except the former finds words of three or more letters, while the latter finds words of four or more letters. Basically, the higher the level, the harder it is for the computer.

The Time button indicates the number of minutes you have to search. Zero gives you unlimited time and you'll have to use [Escape] or click on Pause to stop playing.

The Exit button returns you to the Desktop. At this time you're given the option of saving the dictionary. If you do not save it, all the words you taught the computer are deleted.

The **Scores** window is below the buttons, displaying the scores from the previous five games. Five games equal one round, and the highest scoring rounds are saved on the **Top Scores** sheet. To view the Top Scores sheet, click the mouse anywhere in the Scores window. The first five lines show the highest scoring rounds. The sixth line is reserved for the last round's score. The top scores are saved to disk when exiting Wordle, in WDLYOU.HSC and WDLCMPTR.HSC. Click once again to return to the regular Scores window.

### The Menu Bar

Across the top of the screen is a menu bar with two drop down menus, File and Options.

The File menu has four options: **Load Board/Wds**, **Save Board/Wds**, **Kill Board/Wds**, **Save Custom** and **Delete Words**. **Save**

**Board/Wds** lets you save any particular board you like. **Load Board/Wds** lets you play it again. **Kill Board/Wds** deletes the file containing a saved board. **Save Custom** saves all your current settings — board size, name, mouse on or off, etc. — and stores them as default settings. **Delete Words** lets you edit the dictionary. It is displayed in the right margin and begins, of course, with "A" words. Click on the double arrow boxes to scroll through the alphabet. Use the slider bar to move through each letter's list. To delete, simply click on the word. An alert box asks if you really want to delete it. To exit, click on the close box.

(About the Wordle dictionary: if it becomes so large that beating the computer is nearly impossible, simply delete or rename the dictionary file, WORDLEAZ.DIC. Another, much shorter file will supersede it.)

The Options menu offers several



## Don't Be A Solitary Atari.

The largest and longest standing group of Atari® users in the world shares its problems and solutions online every day in CompuServe's Atari Forums. And you can join them.

Find the latest software, like the new desktop publishing program for the ST. Learn how to run Macintosh® and MS-DOS® programs on your Atari. And pick up helpful game tips from experienced players.

Need technical help? Atari personnel and most third-party software and hardware vendors are online

every day. You can even provide recommendations as they develop new programs and products. There's no better way to get more out of your Atari.

If you're already a member, type GO ATARI at any ! prompt. To join CompuServe, see your computer dealer. To order direct or for more information, call 800 848-8199.

**CompuServe®**

choices. Clicking on **Dare Cube**, **5x5 Grid**, **4x4 Grid** or **Mouse** activates or deactivates them. The Dare Cube contains a letter with which it is extremely difficult to make words. It's the glowing red letter on the board. The grid choices change the size of the board.

When Mouse is checkmarked, you can use the mouse during a game. Pressing both the right and left mouse buttons simultaneously also toggles this option.

**Enter name**, obviously, lets you enter your name; the default is "You." When you change your name, the current name in the Scores window is erased and you enter a new one. The computer saves the old name and score, and loads a fresh file using the new name. Wordle also asks if you wish to erase the top scores. When you exit the program, the top scores are saved under the new name, not the old.

**View Words** lets you see the last (or loaded) game's words. The Printout option dumps the board and its words into an Epson compatible printer. **Help** briefly explains the game and its options.

### Organizing Your References

Wordle can develop a rather large group of data files (any file without a .PRG extender) and clutter your disk directory. The data files can, however, be separated from the program. Create a new folder and place your data files in it. Put the WORDLE.PRG file with your other game files. Double click on WORDLE.PRG. When the program can't find its data files, a dialog box appears asking if you want to set a path to their location. Click on yes. In the file selector box, open the folder that holds your data files (WRDLPIC.DAT, dictionary, etc.). The program looks for the data files and, if successful,

creates a file called PATH.WDL in the drive's/partition's root directory. A box appears, asking you to confirm the path. If the path displayed in the edit box is the one you specified, hit [Return]. If it's not, correct it and hit [Return].

### A Final Word

I hope you enjoy Wordle. It's a great way to learn new words and hone your spelling skills. I'd appreciate any comments you might have. Just send them to me either in care of START or on CompuServe (71510,1134) or GENie (CTX17789). Have fun and, by all means, don't forget your dictionary. ■

*Eric Slick wrote Wordle to demystify the world of computing for his wife, Susie, who is (or was) an aficionado of Boggle. This is his first appearance in START.*

## BETA-CAD...

Why has it become the most popular Computer Aided Design package?

"BETA-CAD is easy to use, loaded with features, and probably the least expensive real CAD program that you can buy!"

- Lawrence Kilmer, Atari Explorer, Sept-Oct 1989-

"BETA-CAD is a great program for quick and easy CAD design and is highly recommended, especially for engineers."

- Dave Edwards, CAD Consultant, Start, Jan. 1990-

**New** - CNC version now available.

**New** - Ver. 1.1 - Features over 120 commands including - Templates / Symbols - Fillets - Auto Dimensioning - Rotate - Duplicate- etc.

NOW FOR THE 520, 1040, AND MEGA ST  
Interactive tutorial included at no charge.  
User support on GENIE  
ORDER NOW **ONLY \$99.00** VISA  
MASTER

**CALL 1-800-326-9124**

Info. 508-695-9175

May be purchased only from BETA-CAD.

BETA-CAD 31 MILLARD RD. NATTLEBORO, MA 02760

Requires High Res. Monitor

## Let's discuss the Issues!

Your Subscription expiration date is clearly printed on your mailing label. The issue indicated at the top of your mailing label will be the last issue of your subscription.

MAR 90

94107RDR544SCOU	SART	055
J. READER		STA
544 SECOND STREET		BBF
SAN FRANCISCO	CA	94107

If your records disagree with ours, please call START customer service (619) 485-7754 to correct the mistake. Remember, often our correspondence crosses in the mail, so please allow 6-8 weeks for renewals and changes.

*Welcome, Warriors. You are about to embark on a deadly test of courage and strength. Stay alert and shoot straight, champions, for only one of you will make it out alive!*



## AT A GLANCE

<b>Program:</b>	Warrior ST
<b>Type:</b>	Two-player shoot'em up
<b>Requirements:</b>	512K, low rez, two joysticks
<b>Arctype:</b>	WARRIOR.PRG
<b>Files:</b>	SET01.WAR    SET07.WAR SET02.WAR    SET08.WAR SET03.WAR    SET09.WAR SET04.WAR    WARRIORST.LST SET05.WAR    WARRIORST.PRG SET06.WAR
<b>Language:</b>	GFA BASIC 3.0

**W**arrior is a fast-paced, two-player game patterned after Warrior 3000, the 8-bit classic written by Ken Greiner in the February 1986 issue of Antic magazine. Along with its stunning graphics, the ST version of Warrior includes a built-in screen editor with over 30 different objects from which to choose.

### Getting Started

To play Warrior, double-click on the archive file WARRIOR.PRG and

choose Extract when the dialog box appears. Select a destination disk and the files will be un-ARCD directly onto that disk. To start the game, first check that WARRIORST.PC1 is in the same folder as WARRIORST.PRG, then double-click on WARRIORST.PRG.

Warrior runs on all STs; however, 520ST owners may have to remove some desk accessories in order to free up memory. The game runs in low resolution and requires two joysticks.

The Warrior title screen presents you with three options: **Game**, **Quit** and **Editor**. To select an option, either left-click in its box or press the first letter of the option.

### Warrior Gameplay

At the Warrior title screen, click on Game or press [G]. Make sure two joysticks are plugged into your ST (1040ST and 520STfm owners will find this easier to do with the Mouse Master from Practical Solutions, or with some joystick extension cables.)

Warrior will first prompt you to load screens. Here you'll see a list of all of the .WAR files in the current directory. Each file contains a set of nine game screens, which are played in random order. To select a set, press the keyboard equivalent of the letter next to the desired file; the file

will load and the program will then automatically begin the game. If you press the [Spacebar], a random file will be selected from the existing files. At the game screen, press [Escape] to return to the title page.

Warrior presents you and your opponent with two champions—one red, one blue. The object of the game is to eliminate your enemy with your bow and arrow. Move your warrior by pushing the joystick in the appropriate direction. To fire an arrow, point your bow in the right direction and press the joystick's fire button. Be sure to keep an eye on the number next to the arrow at the top of the screen. This shows how many arrows you have left.

Your remaining lives are shown at the top of the screen as a row of red or blue figures. When a warrior dies, the round is over and a dialog box appears showing who won the battle. Both players must press their fire buttons to proceed to the next round. When one player runs out of





# WARRIOR ST

## A Dual-Player Duel

warriors, the other player wins the game. Press any key to return to the title screen.

### Creating Screens

To create new screens or edit existing ones, select Editor from the title screen. The mouse must be plugged into port 0; a joystick in port 1 can be used for testing screens. The **Load Screens** display will then appear. It is identical to the one that appears for playing the game except that the mouse may be used to select files and [Spacebar] brings up a set of blank screens.

The editor screen will appear after you make your selection. Along the top of the screen is a menu for selecting objects with which to draw. It also lists editing options. The rest of the screen contains the playfield where the warriors' battle takes place.

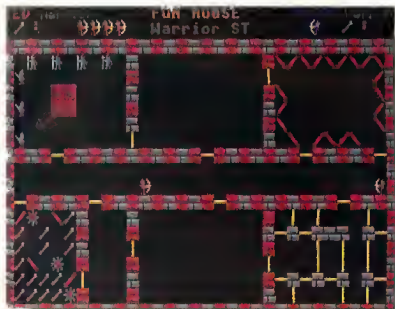
To draw something on the playfield, select one of the objects from the menu. A copy of it will

appear in the **Current Object** window. You can choose from objects such as bricks, guards, invisible walls, transporters, arrows

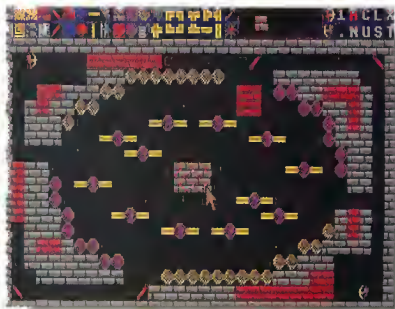
and mirrors. There's also a **Help** mode. When the "H" in the menu is highlighted, help is available. Simply

*continued on page 68*

One of the screens found in Warrior ST.



Use existing game screens or create your own.



# Disk Contents

Programs on Your START Disk

## THE GREAT GAMESCAPE

So, what exactly gets put on a disk that accompanies a summer games issue? Games, what else! A broad variety of games, a veritable landscape of games, games to help you escape for hours and hours.

**Crossword Creator**, written by John L. Hutchinson, isn't a game per se. It's a game designer. Crossword Creator helps you make your own crossword puzzles — clues, solution, blank puzzle and all.

The next program, however, is ready to play. Dive headfirst into a hole as Edwin, the mutant snake, in **Bugs!** Edwin springs from the fertile imagination of Greg "Maddog" Knauss. Gobble the radioactive pellets and get out before you're bitten by a deadly bug.

If you prefer your heroes human instead of reptilian, you'll enjoy playing

**Warrior ST**. In this game, your opponent is human also. Warrior pits you and another person against each other, maneuvering for the best firing position while dodging invisible obstacles and threading a maze. Evan Black is responsible for the code; his brother, Jason Black, drew the graphics.

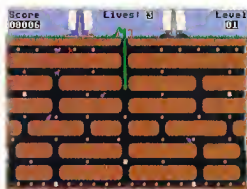
For our less bloodthirsty readers we present Eric Slick's

**Wordle**. A square of letters appears before you. While the clock ticks, hunt for words within the scrambled letters. You play against the computer; the more you play, the smarter the computer gets.

Last, but not least, we've included something for the kids. A. Baggetta wrote **Fun Pages** so that he'd have a quick way to generate a little distraction for his children. Anytime the kids get restless, plopp a Fun Page and a pencil in front of them, and they, and you, will be happy.

From the outset, let us apologize to any readers who own only a monochrome monitor. You won't be able to use any of the programs on this disk except the monochrome Crossword Creator. That's the nature of games; they want color.

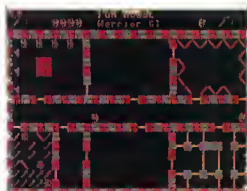
NOTE: We've changed the disk once again. Now it's easier than ever to access START programs. The archive files on this disk are self extracting. Simply double-click on the .PRG file to uncompress the files. For a more thorough explanation, read the Disk Instructions.



**BUGS!** ..... PAGE 50



**WORDLE** ..... PAGE 60



**WARRIOR ST** ..... PAGE 64

	compatible not applicable	Archive	Un-ARcd Size	Memory			Resolution	Notes
				512K	1MB	HIGH		
Bugs!		BUGSBUGS.PRG	77K					
Crossword Creator		CROSSWRD.PRG	154K					
Mountain Saltire Fix		MTN_FIX.PRG	39K					needs datafiles from March 1990 to run.
Fun Pages		PAGES.PRG	67K					
Warrior ST		WARRIOR.PRG	183K					
Wordle		WORDWORD.PRG	159K					

# Disk Instructions

## HOW TO GET START PROGRAMS UP AND RUNNING

- 1) Write protect your disk.
- 2) Make a backup copy. We format the disk using TWISTER.PRGM (written by Dave Small and Dan Moore, Summer 1988 issue of START) to increase the size of a single-sided disk to 400K. You can back up onto one Twisted, single-sided disk; one double-sided disk; or two GEM-formatted, single-sided disks.

NOTE: TWISTER DOES NOT WORK WITH GEM'S DISKCOPY. To make a backup, open a window for your START disk, then drag the files from the window to the backup disk.

- 3) Store the original and use the backup hereafter.
  - 4) Un-ARC the files. We use Double Click Software's DC SEA utility to create self-extracting archive files. To un-ARC a program, simply double click on the filename.
  - 5) When the dialog box appears, choose Extract.
  - 6) When the file selector appears, choose a destination disk (hard disk, RAM disk or floppy disk) for the uncompressed files. Make sure the destination disk has enough space for the uncompressed files, whose sizes are given in the chart on the Disk Contents page.
- The screen goes blank, then the files are listed as they are extracted, and marked "OK" if the uncompression is successful.

## Coming Next Issue...

### JULY IS MUSIC MONTH

#### MIDI Master Drummer

*Pound out great sounds with this professional-level drum sequencer.*

#### AlterTune

*Alternate tuning for your favorite MIDI instrument.*

#### Gilbert's Challenge

*A puzzle game for the strong of mind.*

### PLUS

*Multitasking TOS*

*MIDI Programmings Tips*

*Computer Hazards*

*Sampsyn, a MIDI hardware project*

*Reviews of Cubase, Super Score, pc ditto II*

## Moving?



Fill in coupon and mail to:

### START

Subscriptions:

P. O. Box 535

Mt. Morris, IL 61054

### NEW ADDRESS

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State/Zip \_\_\_\_\_

### OLD ADDRESS

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State/Zip \_\_\_\_\_

**Tell our advertisers you saw it in START!**

*continued from page 65*

move the mouse over an object and a brief explanation of it appears in the center of the playfield. Turn off Help mode by left-clicking on the "H," or pressing [Help] on the keyboard.

### Will It Survive?

Objects are either indestructible or destructible. Indestructible objects, of course, cannot be destroyed; destructible items, on the other hand, can be destroyed with an arrow.

Mirrors function three ways. If they're hit at an angle, they reflect the arrow 90 degrees. If they're hit straight on, they'll explode. Arrows can pass through them if they're fired upon lengthwise.

Teleporters transport your warrior to a different part of the screen. There are three different teleporters: the square indestructible teleporter, the round destructible teleporter and the invisible teleporter. There are two more invisible objects: the destructible wall, represented by a hollow cube, and an indestructible wall, represented by a cube with bricks on it. Invisible objects only appear in the editor, except for the indestructible wall which magically appears as a brick wall when hit with an arrow.

There are three special objects in the menu: extra arrows, the arrow bouncer and destructible bricks. The arrow will give the warrior who touches it an extra arrow or two. These arrows will also appear if both warriors run out of arrows during the game. The bouncer will reflect an arrow in one of eight directions or explode when hit. The destructible bricks look just like the regular bricks except they can be destroyed.

In addition to the **Current Object** window, the menu also contains the **Mirror Mode** window, which shows the current mirror in effect. To change the Mirror Mode, click on the window with the left mouse button and a menu will appear. Selecting this window with the right button

turns the mirror effect off.

Click on one of the two warriors in the menu to set the starting position of that player. Click on the player whose starting position you wish to set, then select the square on the playfield where the warrior should stand.

There are two indicators in the menu: the **Current Screen** indicator and the **Overwrite Flag** indicator. The Current Screen indicator tells

mode on and off.

**Name, [N]:** Lets each screen have a small title which is shown at the top of the screen when playing the game.

**Clear, [C]:** Clears the current screen.

**Undo, [Undo]:** Erases the last object drawn.

**Load, [L]:** Loads a new set of screens. Warning: this will erase current screens in memory.

---

## Each game consists of nine different screens played in a random order.

---

you which of the nine screen in a set you are editing. To change the current screen either press the number on the keyboard of the screen you wish to edit, or click on the number with the mouse. If you use the mouse, you'll see a display showing all nine screens in miniature. Simply click on the screen you wish to edit.

The Overwrite Flag determines if an object will be written over with another object. If this indicator shows a . (period), you must first erase whatever is in the square by right-clicking on it, then adding another object. If the indicator shows an \* (asterisk) then the underlying object will be replaced with a new one without having to erase. This mode must be used when replacing the bricks on the top and bottom of the screen with another indestructible object. Just click on the indicator with the left mouse button to toggle the overwrite flag on and off.

### Other Options

The rest of the menu items can be selected by clicking on their appropriate squares or pressing their keyboard equivalents.

**Help, [Help]:** Toggles the Help

**Save, [S]:** Saves the current screens to disk with the extension .WAR. The last filename accessed is shown at the top of the screen.

**Exit, [X]:** Returns you to the title screen. Be sure to save your work first!

**Test, [T]:** Lets you test the current screen with the joystick. Has only one player and an unlimited amount of arrows. Press the left mouse button or [Escape] to return to the editor.

### Some Things to Remember

Only indestructible objects can be placed on the top and bottom rows of the screen. Be sure not to trap the players in a room surrounded by indestructible walls. If you come to a situation where the warriors are trapped, press [Escape] to abort and return to the title screen.

We hope you enjoy playing Warrior ST. We had a lot of fun creating it. ■

*Evan and Jason Black are brothers who live in Arizona. Jason is an art student and Evan programs for fun. This is their first appearance in START.*

*continued from page 29*

(namely the Russians) went out and made some downright peaceful gestures. This may be good news for the world at large, but what does it mean for us simulation fans? Where will combat simulations be without the Cold War? Lucky for us, however, MicroProse was not daunted;

the grouping.

Your rank depends on the difficulty of the scenario. Essentially, the harder the task the higher you rate and rank. Several variables let you manipulate the difficulty of each simulation: Year, Boat, Challenge and Scenarios. The year you choose for your confrontation is important.

## In 1992, the Russians have Nuclear aircraft carriers.

Red Storm Rising is one of the best combat simulations I've ever seen.

The package contains a manual, disks and map of the Norwegian Sea Theater. You are in command of a Nuclear Fast Attack sub and, as in the novel, your task is to stop enemy shipping, defend your patrol area and occasionally launch offensives at land targets. This naturally requires training and as usual, the manual is the place to begin.

The manual is a veritable arsenal of information; it is, in fact, your best weapon. It consists of Operations, Captain's and Reference Manuals. The Operations section summarizes Red Storm Rising and its options. The Captain's section details offensive and defensive tactics and provides many useful words of wisdom. The Reference section reviews the six different classes of U.S. boats and introduces you to the Bear.

The Bear is the Red Banner Northern Fleet, your main opposition. It consists of 11 classes of nuclear boats, bombers and cruise missiles. Combined with six classes of the silent diesel boats, you have around 180-plus undersea targets at which to aim. The surface component is comprised of Cruisers, Destroyers, Frigates, Amphibious Warfare ships and three types of aircraft carriers, around 90 targets in

For example, in 1992, the Russians have nuclear aircraft carriers; in 1996, the SeaWolf is operational.

The NMPC (Naval Military Personnel Command) assigns you a strategic position based on the type of Boat you select. Not all of the five submarine classes are available all the time. The SSN Permit, SSN Sturgeon, SSN Los Angeles and SSN Improved Los Angeles are, but the SeaWolf can be used in 1996 only.

There are four Challenge levels. Introductory is recommended for the first few games. Normal is best for the casual players. Serious sees the enemy as up-to-speed, so you better be as well. The screen says it all for the Ultimate level: "Life can be brutal and short."

Your choice of Scenarios includes Training Actions, a one-on-one with either a November sub or Kashin destroyer, Battle Simulations, Duel and Chance Engagement among others. The eighth scenario is the primary campaign, Red Storm Rising. This scenario incorporates all others, and believe me, you'd better be experienced, because in this scenario, you don't know what's out here until it bites you.

The true test of your capabilities in this game is discovered in the year 1996, on an NMPC assigned boat, at the Ultimate level in the Red Storm Rising scenario. Good luck!

On any level, however, Red Storm Rising is great strategic fun. Even if it becomes one of the last, it will still rate as one of the best simulations ever. ►

## Ten Top Selling Games of 1989

*Compiled by Marta Deike, Junior Editor*

**Battle Chess**, \$49.95

Activision (415) 329-0500

**Blood Witch**, \$49.95

Mirror Soft, London (01) 928-1454

**Chaos Strikes Back**, \$39.95

FTL, (619) 453-5711

**Dungeon Master**, \$39.95

FTL, (619) 453-5711

**Falcon**, \$49.95

Spectrum Holobyte, (415) 522-3584

**King's Quest IV**, \$59.95

Sierra On-Line, (209) 683-4468

**Leisure Suit Larry II**, \$59.95

Sierra On-Line, (209) 683-4468

**Populous**, \$49.95

Electronic Arts, (415) 571-7171

**TV Sports: Football**, \$49.95

Cinemaware, (805) 495-6515

**War in Middle Earth**, \$49.95

Mastertronic, (714) 833-8710

Games are not in order of popularity. The list was compiled through independent ST distribution sources. At press time, the front runners for 1990 were Ultima V (Origin) and Fighter Bomber (Activision). Any of these should be found at your local Atari dealer.



## EXCLUSIVE PROGRAMS ON DISKS!

If you bought this issue of **START** without the disk, you're missing out!

Order the companion disk full of great, enjoyable programs from top ST experts. Order your disk by mail using the order card in this issue. For even faster service, call:

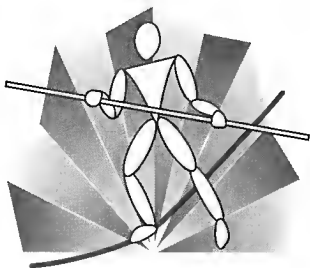
# Toll-Free:

## 1-800-234-7001

7 am-6pm PST  
Visa, MC, Amex orders only

Each disk is \$10.95 plus \$2.00 handling & mailing.

## ARCADE



*Sometimes also known as "shoot 'em ups" and "back-and-slash," these games are popular for untangling mental knots, and work particularly well with your B52's-Mozart-Kingston Trio albums. (Caveat emptor: they are infamous for being highly addictive.)*

### AT A GLANCE

Game:	Fiendish Freddy
Company:	Mindscape, Inc. 3444 Dundee Road Northbrook, IL 60062 708/480-7667
Price:	\$49.95
Summary:	A big top o' graphics well worth stepping into.

### FIENDISH FREDDY'S BIG TOP O' FUN

*Reviewed by Greg Perez*

Hurry, hurry! Step right up and into Fiendish Freddy's Big Top O' Fun from Mindscape. It's up to you and your friends to work up 10,000 smackeroos and save the beloved Big Top from the clutches of the Big Greedy Bank. To get the cash, you've



## THE TIMES THEY ARE A-CHANGIN'

When the Berlin Wall crumbled, John LeCarre wasn't the only author left out in the cold. Game companies also found their East vs. West scenarios abruptly obsolete.

Our nomination for the It Was A Good Idea At The Time award goes to Accolade, which just released *The Third Courier*. You are Moondancer, a CIA agent assigned to recover stolen NATO defense plans hidden somewhere in divided(?) Berlin, "the legendary city known for intrigue, espionage and one heck of a wall", according to the box copy. These days it's easier to complete your mission in reality than in software.

got to master six events, while a devious little clown named Freddy tries to stop you. Freddy doesn't sport a handful of Ginsu cutlery, but he has got quite an arsenal of terrifying toys that can send you and your circus crew vaulting to that Big Top in the sky.

The events range from Phenomenal Feats of Diving Daring to the pulse-pounding Tense Travel Techniques on Tightrope. Each event calls for different joystick skills and to every one, Freddy brings his own sick brand of fun. For instance, one of his more humorous appearances occurs during the center-ring act of Jeff-Joe, Genuine Juggling Genius. As Jeff-Joe juggles such miscellaneous objects as iron anvils and chainsaws, Freddy arrives with a bomb and helps Jeff-Joe off with a "bang".

I've seen so many multiplayer competition games that I didn't think I'd ever want to see another. But Fiendish Freddy is a sight for sore eyes. The cartoon graphics are great; they're dazzling and hilarious. I actually found myself snickering at the unfortunate end of high-flying Finola as she plummeted ever so gracefully from the heights of the trapeze, thanks to Freddy "cutting" her act short.

Because of the stunning animations, the game is packed onto five disks. (Hard disk users rejoice!) But the great fun and comical animation of Fiendish Freddy make the con-

stant disk-swapping well worth the trouble.

### SUPER HANG-ON

Reviewed by Dave Gregg

#### AT A GLANCE

Game:	Super Hang-On
Company:	Data East 1850 Little Orchard St. San Jose, CA 95125 408/286-7074
Price:	\$39.95
Summary:	A stripped-down motocross simulation that's more than an average race.

I've never been much for car and motorcycle simulations — they all seem to do the same thing and once you've tried one, you've tried them all. This was my thinking going into Super Hang-On from Data East. Well, opinions can and do change.

Super Hang-On is a stripped-down motocross simulation that spans four continents. These continental races are essentially the levels of difficulty and each has a certain number of stages you must complete. Africa is the easiest with a mere six stages. Europe is the most difficult with 18. You may choose any level you want. Your perspective is first person and control is through the mouse.

Super Hang-On's appeal is that it offers something for everyone. Not ▶

## Chicagoland's Largest Atari ST Dealer!

**Biggest Software  
Selection, Including  
Import Titles &  
Magazines**

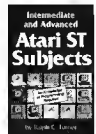
**Computers  
Software  
Service**

ATARI

*Portfolio*<sup>™</sup>  
& All Accessories

**Software Plus**

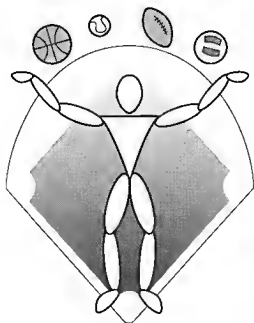
Wheeling (708) 520-1717.  
Hanover Park (708) 837-6900  
Chicago (312) 338-6100



Ralph Turner's new book, *Intermediate & Advanced Atari ST Subjects*, covers hard drive management & optimization, IBM emulators, disk structure and file recovery, connecting a 5 1/4" -inch floppy drive, assembling a hard drive system from inexpensive components, SCSI ID numbers and LUN IDs, sector and file editing, binary, hexadecimal and decimal codes, ASCII file problems, escape codes, miscellaneous tips, and much more. His *Atari ST Book* covers RAM disks, the AUTO folder, Desktop tricks, Installing an Application, adjusting the Control Panel's Palette Settings, Public Domain Software, Copying, Printers, Desk Accessories, Telecommunications, the Item Selector, and much more. Neither book requires a knowledge of programming. \$16.95 each, plus \$2.00 shipping each (\$2.50 each to Canada). Check, Money Order, VISA or MasterCard. Index Legalis, Post Office Box 1822-49, Fairfield, IA 52556. Phone: (515) 472-2293



## SPORTS



*Sports simulations offer more than a distraction on rainy days. They are excellent for practicing eye-hand coordination and strategic planning, not to mention cursing. They are also — thank goodness — still a viable alternative for actual exercise.*

### TV SPORTS: FOOTBALL

*Reviewed by Scott Wasser*

#### AT A GLANCE

<b>Game:</b>	TV Sports: Football
<b>Company:</b>	Cinemaware Corp. P.O. Box 5083 Westlake Village, CA 91359 805/495-6515
<b>Price:</b>	\$49.95
<b>Summary:</b>	A winner by yards.

You wait weeks for the latest sports simulation to arrive and when it finally does, you breathlessly boot up. Invariably, however, your spirit plummets. You turn to the documentation, which generally reads something like this:

"To make a player shoot-pass-dribble-run, move the joystick-mouse in the corresponding direction or press the cursor arrow key that most closely corresponds to the direction you want the player on the field-

# FREE DISK!

That's right! With your paid trial subscription to **START**,

6 issues for only \$39.95

or 12 issues for \$69.95

We'll send you this month's disk absolutely **FREE**  
(a \$12.95 value)

Call 1-800-234-7001  
for your free disk today!

#### ON DISK THIS MONTH !

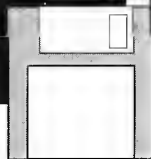
Crossword Creator

Warrior ST

Wordle

FunPages

Bugs!



court-diamond to move. The player must be flashing-blinking at the time.

"Do not move the joystick-mouse or press the cursor key until you have selected a play from the on-screen

worthless if the user interface is harder to figure out than a Fernando Valenzuela screwball.

Cinemaware's TV Sports: Football (TVSF) is the glowing exception. The

guide a ball carrier on a 55-yard scamper or help a receiver make a diving touchdown catch.

About the only thing TVSF's interface does not let you do is throw a block. The computer handles the blocking assignments for you, but every other aspect of individual offensive and defensive play is controllable. You can run, pass, and kick on offense or fight off blocks, leap for an interception and make lunging tackles on defense.

The graphics in TVSF are fair. The players move quickly and change direction with every twitch of your joystick. Balls can be kicked or thrown as precisely as you can control the stick. It can, however, be difficult to see whether a ball is caught or dropped, and occasionally, a runner's progress is impeded by a blocker or stopped by a tackler even though there appears to be daylight between the two players.

## The players move quickly and change direction with every twitch of your joystick.

menu-player command card. Do not release the fire button-mouse button-cursor key until your player-athlete-competitor moves in the appropriate direction or unless his path is blocked by an opponent-foe. Do not breath at any time while playing this game."

Sound familiar? User interfaces such as these are the bane of sports-simulation buffs. Incredibly realistic graphics, fluid animation and amazingly accurate statistical algorithms are

user interface is extraordinarily elegant; not only is it accurate and responsive, it is remarkably intuitive.

You have the option to either call plays and manipulate all key competitors or sit back and let the computer run the game. The interface even lets you take control away from the computer at virtually any time during a game. For example, you can let the computer select a play and begin running it, then take over yourself to

### \* SOME LIKE IT...

The CodeHeads announce:



- "When the START editorial staff first saw HotWire, our collective reaction was 'Wow!'"
- By far the fastest, easiest way to run programs on the Atari ST. From a floppy disk or from a hard disk!
- Build menus for all your most commonly-used programs. Load new menus with a single keypress or mouse click!
- New Ledger function records time spent in programs of your choice
- Passwords may be used to restrict unauthorized access to certain programs
- New on-screen clock, appears in the programs that you choose
- Unlike other shells, HotWire works correctly with all programs, just like the GEM desktop.
- A seamless interface offers direct access to MultiDesk and MaxiFile.
- Full-featured file-handling utility lets you move, copy, delete, rename, touch/lock/hide any combination of files and/or folders
- Runs as a disk accessory or as a program in any resolution
- Incorporates every Mafidisk feature of the GEM desktop plus much more
- Intelligent disk copying routines
- Bitmapped folders - First directory listings
- Store comments about any file/disk.
- Unique and intuitive user interface designed for easy, speedy operation.
- Customizable for your style of use
- Keyboard equivalents for all operations
- Quickly select from up to 20 of your most used paths.
- Even runs programs and loads documents.

#### Here's what our users are saying about HotWire and MaxiFile:

- "The HotWire/MaxiFile combo has changed the way I use my ST."
- "I haven't used the standard GEM desktop in weeks."
- "Without HotWire and MaxiFile I'd be totally lost on the ST."
- "...a tribute to assembly excellence." - "MaxiFile is a wonder!"
- "HotWire and MaxiFile really 'beat up on the competition'!"
- "...you'll need to package it in asbestos because it is too hot."
- "AWESOME!" - "Super!" - "A veritable software gem!"

HotWire Plus (includes MaxiFile)	\$59.95
MaxiFile	\$34.95
HotWire	\$39.95
G+Plus - a replacement for Atari GDOS	\$34.95
MultiDesk - load unlimited disk accessories	\$29.95
CodeHead Utilities - a collection of useful programs	\$34.95
MIDI-Max - a powerful MIDI tool for performers	\$49.95

Phone: (213) 386-5735.  
Visa, MasterCard, AmEx accepted. Shipping charge: US \$2, Canada \$5, Europe \$5. A resident add 6.5% sales tax

CodeHead Software  
P.O. Box 74090  
Los Angeles, CA 90004



*At START magazine we appreciate every subscriber we have. Please let us know how we're doing and how we can improve our service.*

*If a problem arises with your START subscription, gather together the following things: a recent mailing label, a copy of your invoice or renewal notice, and any correspondence you have received from us. Call or write us and we'll take care of the problem.*

**Write:**  
START Customer Service  
P.O. Box 535  
Mt. Morris

**Or Call:**  
(619) 485-7754  
between 6:30 AM and  
5:00 PM Pacific Time

### Easy Way To Replace a Damaged START Disk

**SUBSCRIBERS:** Just phone START Subscription Customer Service at (619) 485-7754, Monday-Friday, 6:30 AM - 5:00 PM Pacific Time. An operator will confirm your subscription and arrange for your new disk to be mailed within 24 hours.

**NEWSSTAND BUYERS:** Send your damaged disk to: START Disk Exchange, 544 Second Street, San Francisco, CA 94107. A replacement disk will be mailed to you within 24 hours of receipt.

The aerial perspective of the field also bothered me at first. Except during place kicking sequences, when the view is from ground level behind the kicker, the screen is filled with about 20 yards of field from sideline to sideline. The screen scrolls vertically to follow the ball carrier or ball. The drawback to this is that wide receivers move out of the picture when running deep routes, which can

each one owned by either human or computer. Every team has 18 players ranked in four different skill categories. Although the total number of skill points is the same for every team, owners can juggle lineups and player characteristics to gain favorable matchups. As in the real world of football, a bad matchup can mean a loss no matter how good your play-calling (or joystick jockeying).

## TABLE TENNIS

Reviewed by Scott Wusser

### AT A GLANCE

<b>Game:</b>	Table Tennis
<b>Company:</b>	Star Games 708 W. Buffalo Ave., Ste 200 Tampa, FL 33603 813/222-0006
<b>Price:</b>	\$34.95
<b>Summary:</b>	An excellent simulation of an antiquarian sport.

## Table Tennis is an excellent simulation of a serious, often misunderstood, sport.

play havoc with your long passing game. But the perspective grew on me and it was long before I found it satisfactory.

TVSF gives you the opportunity to start your own league of 28 teams,

Although TV Sports: Football has its drawbacks, it ranks far above most other sports simulations. Thanks to the responsive graphics and excellent user interface, it is a great deal of fun to play.

My first thought about a table tennis simulation was "Why bother? Haven't we evolved beyond Pong?" But Table Tennis from Star Games is as far from Pong as the ST is from the old Atari 400. It's an excellent simulation of a very serious, often misunderstood, sport.

Actually, the United States is one of the few major countries in which table tennis is largely unappreciated. Other ▶

## \* Computer Garden \*

### Wilkes-Barre & Scranton's Favorite Computer Store

<b>Abacus</b>	ST Interface	\$299	Cad Font Ed.	\$65	<b>Prac.Solution</b>	
Fortify/M1	\$33	DynaCAD	\$50	Drive Master	\$40	
ST Assen/Pro	\$39	ST accounts	\$75	Monitor Mstr	\$40	
Digest/nd Pro	\$129	King Chicago	\$18	Muscle Mstr	\$33	
Powerprint S1	\$29	Rockwell Ranger	\$33	Video Key	\$70	
Switchback	\$57	SOL	\$18	LDW Power	\$95	
<b>Antile</b>		Serbian	\$18	<b>Megamax</b>		
Cyber Studio	\$59	TV Sport Fball	\$33	Laser C	\$119	
Cyber Control	\$39	<b>Codehead</b>		Enter DJ	\$50	
Cyber Sculpt	\$60	G+Plus	\$29	Procopy	\$30	
Cyber Plan	\$50	Hwline	\$26	<b>Penopsis</b>		
Cyber Texture	\$33	MD/Max	\$33	Menace	\$217	
Cyber VCR	\$46	MultiDisk	\$20	Inters II	\$17	
Spectrum 512	\$44	Ullmes	\$70	<b>Basil</b>		
<b>Atari</b>		<b>Digital Vision</b>		Easy Draw	\$23	
1040ST	\$241	Comp/teyes	\$199	Chono Quiz	\$30	
Mega-2 S1	\$241	<b>Epyz</b>		Interruption	\$25	
Mega-4 S1	\$241	Art & Im Dr	\$65	Labmaster	\$30	
Megafile 30	\$241	Eraser Topper	\$33	Pro Draw Art	\$33	
Sissy Laptop	\$241	FTL		Scan Art	\$33	
Sissy Printer	\$241	Fun! Pack I	\$33	Superhunter	\$33	
<b>Avant-Garde</b>		Labmaster	\$30	Obliator	\$25	
PC-Ditto	\$57	Pro Draw Art	\$33	<b>Sierra</b>		
PC-Ditto II	\$57	Scan Art	\$33	1st Step Still II	\$33	
<b>Avalex</b>		Superhunter	\$33	Marbler	\$33	
1200e modem	\$69	Touch-up	\$19	<b>Soft Logic</b>		
2400 modem	\$129	<b>Mindscape</b>		PageStream	\$19	
Modem cable	\$15	Chameleon	\$33	<b>Supra</b>		
<b>Beckmeyer</b>		Gaunleil	\$33	Modem 2400	\$19	
Hard Disk Tools	\$33	Indiana Jones	\$33	Cable	\$5	
Accelerator	\$33	Isle's Nest	\$25	<b>Timeworks</b>		
Senity	\$45	Reed Hunter	\$33	Drawniger	\$49	
lookit	\$23	Shadowwalk	\$33	Desktop Pub	\$19	
M/C-Shell	\$95	Space Hunter	\$33	Painting	\$33	
<b>Canon</b>		Superstar Kc	\$33	Swilack	\$49	
IX27 Scanner	\$299	Uninvited	\$33	Wordwin	\$49	
IX27 Scanner	\$299	<b>Panasonic</b>		<b>Tri Eng.</b>		
<b>IDB/Disk</b>		180 printer	\$199	Digapac	\$35	
<b>Interact</b>		191 printer	\$299	Unspoc	\$45	
<b>Interlink</b>		124 printer	\$33	ST Control	\$15	
<b>Interlink</b>		Printer cable	\$15	<b>VersaSoft</b>		
<b>Interlink</b>		<b>Silux/Demo</b>		Db Man 5.0	\$150	
<b>Interlink</b>		<b>Silux/Demo</b>				

Order toll-free: 1-800-456-5689  
For information call 1-717-823-4025. All orders, send check or money order to COMPUTER GARDEN, 106 W. CAREY ST., PLAINS, PA 18705. Be sure to include sufficient postage (Overpayments are promptly refunded). PA customers add 6% tax. Cash COD's OK. 3% charge for VISA-MC-AMEX.

## Quick Tools vol. 1

### Utility Pack For the Atari ST -- for only \$19.95

Quick Tools is a package of many powerful and memory efficient utilities for the Atari ST, Mega ST, and Atari STx computers. It includes a command line interpreter, smart file viewer, text file finder, desktop editor, hard disk partition protector, custom control panel, speed benchmark, real time status display, VT52 emulator, label maker with mail merge, program compressor, text screen dumper, and more!

Each Quick Tool can be installed to run as either a desk accessory or as a normal desktop application for managing your files. Quick Tools even has its own unique way of getting around the 6 desk accessory limit. Quick Manager is a window that sits on the ST's desktop and has its own built-in desk accessory menu for installing the other Quick Tools. Quick Manager uses only 15K of memory, and only loads the accessories into memory when they are selected. Quick Manager with all of the Quick Tools installed uses less than 60K of memory!

Quick Manager also displays time, date, free RAM, and TOS version, allows for instant access to the file selector, has 16 desk accessory slots, and can be called from the desktop or any GEM program. Quick CLI makes complex file manipulations easy. Copy, rename, and delete files whenever you're in a bind. Quick Env edits environment variables. Quick View II is the ultimate replacement for the desktop's Show Print Cancel function. Just double click on any desktop file and Quick View II displays it in its native format. Text files display as text. Graphics files display as graphics. Even ARCAD files display their contents. Quick Find II searches for any file on the hard disk, fast! Quick Inf II edits hard to change desktop parameters. Quick Label II prints mailing labels and disk labels, with text effects. And much more!

Quick Tools costs only \$19.95. We accept checks, money orders, and VISA and orders. Add \$3 for shipping. Phone orders: 519-570-4340. Write for more information. Demo available on CompuServe and Gopher. Also available: Quick ST II Software Screen Accelerator. \$19.95 + \$3.

## Branch Always Software

Box 2624, Station B, Kitchener, Ontario, Canada N2H 6N2

# START BOOKSHELF

Compiled by Marta Deike, Junior Editor

Hint and Tip Books for ST Games

## FTL Games

6160 Lusk Blvd. Ste. C206 San  
Diego, CA 92121 619/453-5711  
*Dungeon Master*, \$11.95 *Chaos  
Strikes Back*, \$11.95

## LucasFilm

P.O. Box 10307 San Rafael, CA  
94912 1-800 STAR WARS  
*Maniac Mansion*, \$12.95 *Indiana  
Jones and the Last Crusade*,  
\$12.95 *Zak McKracken and the  
Alien Mindbenders*, \$12.95

## Mindscape, Inc.

3444 Dundee Rd. Northbrook, IL  
60062 708/480-7667  
*Shadowgate*, \$5.00 *Deja Vu*,  
\$5.00 *Uninvited*, \$5.00

## Osborne/McGraw Hill

2600 Tenth St. Berkeley, CA  
94710 1-800 227-0900  
*Falcon Air Combat* [by Pete  
Bonanni], \$14.95 *King's Quest  
Campanian* [by Peter Spear],  
\$14.95

## Sierra On-Line

P.O. Box 485 Coarsegold, CA  
93614 209/683-8989  
*King's Quest Series (I - IV)*, \$7.95  
each *Calamel's Bequest*, \$7.95  
*Hera's Quest*, \$7.95 *Conquests of  
Camelot*, \$7.95 *Space Quest (I -  
III)*, \$7.95 each *Police Quest (I, II)*,  
\$7.95 each *Cade Name: Iceman*,  
\$7.95 *The Black Cauldron*, \$7.95  
*Leisure Suit Larry (I - III)*, \$7.95  
*Gald Rush!*, \$7.95 *Manhunter  
(N.Y. & S.F.)*, \$7.95 each

## RICK DAVIS' WORLD TROPHY SOCCER

Reviewed by Scott Wasser

### AT A GLANCE

<b>Game:</b>	Rick Davis' World Trophy Soccer
<b>Company:</b>	Melbourne House 18001 Cowan St., Ste. A & B Irvine, CA 92714 714/833-8710
<b>Price:</b>	
<b>Summary:</b>	Somewhat of a kick, but no great ball of fire.

Based on the name alone, I had great expectations of Rick Davis' World Class Soccer from Melbourne House. But unfortunately, it turns out to be more B class than World Class. As a pared down — almost arcade style — game, it's fine, but as a true sports simulation, it's too limited.

After being treated to an eye-catching introduction, the scene changes to a partial overhead view of the soccer field. The screen scrolls both vertically and horizontally as you kick around the ball.

The 13-page manual is primarily a short biography of Rick Davis (the former American soccer champ) and history of the game. Actual instructions on gameplay are sparse. The manual does not tell you how to aim for a pass, shot, corner kick or throw-in. It does not tell you how to make the goalie dive or leap to block a shot, how to punt or pass. There are no hints or tips on general game strategy. These omissions are not particularly frustrating as much as they are telling — the game simply isn't complex enough to need elaborate instructions.

Rick Davis' World Class Soccer is somewhat redeemed, however, by its simplicity. It's pleasant enough as an afternoon diversion. You can play it without the manual. But you don't need docs for pinball either. If you're looking for some serious sport, better get your ball and head outside. ■

countries recognize the endurance, agility and power required to master the sport. Perhaps that's why it originally took a German company to bring it to the ST.

mouse and joystick (or two joysticks). You have more control with the mouse than the joystick. With the mouse, you position your own racket; with the joystick, racket is positioned

## Table Tennis is as far from Ping Pong as the ST is from the old Atari 400.

Game perspective is similar to what you see when you're actually playing table tennis (nobody who is serious about the game calls it ping pong); you look straight at your opponent across the table. Your opponent can be a friend or the computer. There are 20 fictitious computer foes to choose from, each possessing a different style and ability level.

Table Tennis supports both a

for you. There are six different racket types and grips and four different strokes to play with. The strokes and rackets affect the speed and spin of the ball.

About the only serious shortcoming in Table Tennis is you cannot practice serving. It takes a while to develop an effective serve, just as in real life. But then, that's why this is a real simulation.



# RIO DATEL COMPUTERS

# 800-782-9110

\*ORDERS ONLY

MON-SAT 8AM-6PM (PACIFIC TIME)

## AUTHORIZED ATARI SERVICE CENTER

COMPLETE LINE OF HARDWARE & SOFTWARE IN STOCK

CUST SERVICE  
TECH SUPPORT

702-454-7700  
TU-SA 10AM-6PM

FAX: 702-454-7700



### GENISCAN ST

\*Easy to handle Scanner featuring 4 1/8" scanning width & 400dpi resolution enables you to reproduce graphics & text on your computer screen \*Optical Character Recognition Mode will capture text images from the page & save them in format ready for conversion to text file suitable for word processor \*Package includes GS-4000 scanner, interface & Scan Edit software \*Powerful partner to Desk Top Publishing \*Printout for Epson compatibles \*Unmatched range of edit/capture facilities simply not offered by other scanners at this unbeatable price \*Adjustable switches for brightness & contrast \*Cut & paste editing of images \*Save images as IMG, Degas, Neo, etc. - **ONLY \$299.95**

### OCR SOFTWARE - Teach your Atari to read!

\*Optical character recognition software converts scanned text to ascii! \*Use converted text in your word processor! \*No more manual transcribing of text! \*Uses special scanning mode of the Geniscan ST! \*Learn mode lets you teach your computer any font - **ONLY \$89.95**

### TRACKMASTER ST



\*Trackmaster track display unit is a must for the disk hacker! \*Simply plugs into disk drive port of the ST! \*Displays track number, disk side and read/write status as the head moves along the disk! \*Two-digit LED display! \*Displays up to track 85! \*Works on both internal and external drives (switchable)! \*Complete hardware solution - no software required - **ONLY \$59.95**

### ACCESSORIES



AB Switchbox	24.95
ABCD Switchbox	39.95
Printer Cables, 6 ft.	14.95
Modem Cables, 6 ft.	14.95
Serial Cables, 6 ft.	3.95
Parallel Cables, 6 ft.	9.95
Gender Changer MM/FF	4.95
Null Modem Adaptor	4.95
RS232 Surge Protector	9.95
RS232 Wiring Box	14.95
Oskette Holder, 3.5" 50 disk capacity	6.95
6 Outlet Surge Protector/Wall Mount	9.95
Bulk 3.5 Disk, 50 Pack	39.50
Printer Ribbons, (Star/Panasonic)	4.95
3 1/2" Hard Cleaning Kit	4.95

### EPROM BOARD

\*Complete Eprom Board & case \*Accepts up to 4 X 27256 Eproms \*Mapped into the cartridge area - **ONLY \$24.95**

### SAMPLER STUDIO

\*A complete sound sampling package \*100% machine code for real-time functions \*Saved files are compatible with other sampling systems \*Sequencer for playback via keyboard or MIDI input - **ONLY \$99.95**

### ADVANCED ART STUDIO

\*All the facilities needed for computer artwork, sprite & game design in one powerful but simple to use system \*Graphic tools for home & professional use \*Animated sprite designer & world map creator \*Icon driver toolbox with on-screen help \*16 color to res mode operation - **ONLY \$29.95**

### SKYPLLOT

\*Most advanced features of any astronomy prog. \*Covers 17,000 stars, planets & nebulae objects \*On line help \*Zoom display thru 12 orders of magnitude \*Several star chart formats supported \*30 "3D" Search commands \*Compile Eclipses, transits & conjunctions \*supports med & h res display \*requires 1 meg mem - **ONLY \$49.95**

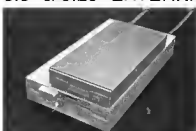
### ST COPY DEEP SCAN BURST NIBBLER

**Copy even highly protected programs in under 60 seconds!!**

**Copy MS DOS protected programs with equal ease!!**

\*Works with one drive or two \*Copy between 5.25" and 3.5" drives \*Multiple copy option allows many backups from one original \*Copy 1 or 2 sides up to 85 tracks \*Special format parameters for non standard formats \*Unique "INFO ANALYSER" displays vital disc parameters including sector distribution, dispersion, interleave, etc. \*Easy to use icon driven program takes the mystery out of Disc backup - **ONLY \$39.95** \*Upgrades **ONLY \$12.00**

### 3.5" & 5.25" EXTERNAL DRIVES



**3.5"** - \*Slimline extra low profile unit \*Top quality drive mechanism \*Fully compatible - 1 meg unformatted capacity! Can be formatted to 85 tracks and 11 sectors - **ONLY \$159.95**

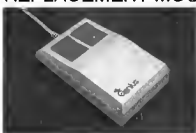
**5.25"** - \*Operate in 40 or 80 track mode! \*Rear panel switches to configure ALL combinations of computer model and track modes! \*Perfect for use with PC Dito - **ONLY \$179.95**

### 1 MEG INTERNAL DRIVE UPGRADE



\*Replace internal 500K drive with a full 1 Meg unit! \*Top quality drive unit - Easily fitted - Full instructions! \*Direct plug in replacement! \*No special skills or tools required! \*Minor modification to enclosure is required! \*When considering a drive replacement remember that quality is most important - **ONLY \$119.95**

### REPLACEMENT MOUSE



**\*Twice the tracking speed of the Atari mouse!**

\*No more mouse doublers required! \*Softer more positive button clicking! \*More consistent double click! \*Extra long 6 foot connecting cord! \*Highest quality mechanical parts for longer life and consistent positioning - **ONLY \$44.95**

### ST SUPERTOOLKIT

\*Whole disk Track & Sector Edit! \*Read up to 85 tracks and 255 sectors! \*Super Hifits display works with Mono monitor only! \*3 different editor modes Drive, Disk or File \*Direct select function for Bootsector, Directory sector \*Fully Menu/icon driven \*EX / ASCII edit modes directly on the disk \*Perfect for the disk hacker - **ONLY \$24.95**

### ST TIMEKEEPER

\*Simple plug in battery-backed calendar clock cartridge! \*Fits into cartridge port! \*On-board clock chip! \*Lithium battery backed to last up to 5 years! \*Automatic adjusts for leap year etc! \*Complete with install disk and corner clock display! \*Exact time, date etc available on power up - **ONLY \$49.95**

PC DITTO II - \$249.95

PC DITTO II + 5.25" DRIVE - \$419.95

PC DITTO II + 5.25" DRIVE + DRIVE SWITCH - \$451.95

HARD DRIVES - MODEMS - SOFTWARE --- \$CALL

### ALL THE LATEST EUROPEAN SOFTWARE

CALL FOR PRICE AND AVAILABILITY

### AERCO MEMORY BOARD UPGRADES

ABSOLUTELY THE EASIEST INSTALLATION - UNPOPULATED BOARD - \$139.95

\*1/2 MEG RAM - \$90.00 \*2MEG RAM - \$240.00 \*4MEG RAM - \$480.00

### COMPLETE LINE OF MIDI PRODUCTS

### AUTHORIZED ATARI SERVICE CENTER

LET US REPAIR YOUR EQUIPMENT - 5 DAY REPAIR OR THE SHIPPING IS FREE - \$CALL

MANY OTHER ITEMS IN STOCK - IF YOU DON'T SEE WHAT YOU WANT CALL FOR LOW, LOW PRICES

### RIO / DATEL

3430 E. TROPICANA AVE. #67  
LAS VEGAS, NV 89121

\*Add \$4.00 shipping/handling in the continental U.S. \$7.00 - PR, AK, HI, FPO, APO: \$10.00 - Canada/Mex. C.O.D. orders add \$3.00 to above charges. \*SPECIFY COMPUTER MODEL WITH ORDER. \*VISA/MC/Checks/Money Orders/C.O.D. Accepted. \*Please call for return authorization number - returns subject to a 20% restocking fee. We reserve the right to substitute products of different appearance but equal quality and function for items pictured above. Prices subject to change without notice.

# 800-782-9110

702-454-7700  
IN NEVADA



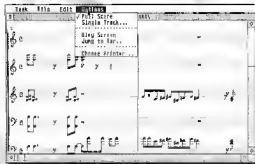
# TIGER cub®

for Atari ST

*"TIGER Cub blows away all competition in its class."*

**Jim Pierson-Perry**  
*Electronic Musician*

- ✓ Realtime Recording
- ✓ Graphic Editing
- ✓ Quick Scoring
- ✓ Fully Interactive
- ✓ Conductor Track
- ✓ One Step Editing
- ✓ Object Oriented
- ✓ Loop Recording
- ✓ Step Time Recorder
- ✓ Smart Instrument Setups
- ✓ 384 PPQ Resolution
- ✓ Real Time Mute, Solo, and Group
- ✓ Supports Atari Internal Sounds
- ✓ And It's FUN™



## Dr.T's

220 Boylston St.  
Chestnut Hill, MA  
02167  
(617) 244-6954

Enter the Editor from the title page by pressing [Return].

You begin with a blank screen, upon which you can create a new maze. To modify an existing maze, press [F1]. Again, a box appears and you use the left and right arrow keys to cycle through the available mazes. Press [Return] when the number of the maze you want shows in the box. The [Escape] key aborts this operation.

Edit a maze with the mouse.

When you enter the Editor, the blank tile is selected. Press the right mouse button to switch to select mode, then move the mouse until the white box highlights one of the tiles at the top of the screen. Press the left mouse button to make it the current selection and return to edit mode.

In edit mode, use the mouse to move the small white box around the screen. Press the left mouse button to place the current tile at the location of the mouse.

When you finish editing, [F2] saves the maze to disk. You can overwrite a current maze, or press the right arrow key until it reaches the end of the list, then press [Return]. The new maze will be added to the end of the sequence on disk.

### A Job Well Done

"Look, the radiation's dropping already. He'll have the whole test site cleaned up by afternoon."

"Good job. So far. And stop grinning. Look, the scanners show another bug coming up. Where is he now?"

"He? You called him a he!"

"Well I... uh... OK! OK! He! It's a he! ■

**Greg "Maddog" Knauss** has been programming Atari's since he got his first 400 in 1982, despite the fact that several organizations exist to try to make him stop. He promises to visit START when he's next in San Francisco. We're anxious to examine him.

### BUGS

*continued from page 51*

current level times two, plus one. On level one, for instance, you get three points; on level five, you get eleven. When you eat a bug, you get the level times five. When you complete a level, you get a 50-point bonus for each life you have left.

You must clear all the pellets from the maze and return to the surface in

order to proceed to the next level and a new maze. The bugs speed up every three levels and the time they are stunned by the big pellets decreases with each new level.

You have three chances to clear each level. If you're successful, you're given three new lives.

### Edwin's Editor

The Editor lets you modify the original mazes or create your own.

# YOUR FINANCIAL SOLUTION!



Amiga Software and Amiga are trademarks of Amiga Publishing, Inc.  
Amiga is a registered trademark of Commodore Amiga, Inc. Atari ST is a registered trademark of Atari Corp. © Copyright 1987 Marksman Technology, Inc.

Send to: Antic Software, 544 Second Street, San Francisco, Ca. 94107



# FUN *Pages*

*Do your little darlings turn into monsters when bored? Tame the wild beasts with Fun Pages, favorite puzzles that will take their minds off mischief.*

BY A. BAGGETTA

**F**un Pages was inspired by one of my favorite breakfast restaurants. While waiting for hotcakes one morning, the waitress brought my children placemats that had an assortment of little games printed upon them.

What a great idea! These placemats could keep the kids enter-

## AT A GLANCE

Program:	Fun Pages
Type:	Kids' game generator
Requirements:	512K, low rez
Archive:	PAGES.PRQ
Files:	FUNPAGES.LST FUNPAGES.PRQ FUNPAGES.P11
Language:	GFA BASIC 3.0

# Instant Amusement For Your Kids

tained when we had to wait at other restaurants, went on long car trips, or were delayed on shopping expeditions.

When I got home, I experimented with my Atari and Gemini printer, trying to produce sheets similar to the ones I had seen. After several hours scribbling on graph paper, I wrote Fun Pages.

## Up and Funning

To use Fun Pages, double-click on the archive file PAGES.PRG and choose Extract when the dialog box appears. Select a destination disk and the files will be un-ARcEd directly onto that disk. To start the program, switch to low resolution and make sure that FUNPAGES.PI1 is in the same folder as FUNPAGES.PRG, then double-click on FUNPAGES.PRG.

Each Fun Page has four games, two of which always are TIC TAC TOE and Secret Word (the secret is its scrambled). The remaining two are chosen from the following list.

**1) Faces:** Doodle features on preprinted heads. Six are chosen from the program's repertoire of 10.

**2) House:** Design your own house by drawing the windows and doors.

**3) Igloo:** Similar to House.

**4) TeePee:** Similar to House.

**5) Guess How Many Circles:** Try to figure out the number circles that were printed. The capital letter next to the puzzle gives the answer. A equals one circle, E equals five circles, Z equals 26 circles, and so on.

**6) Connect the Dots Game:** A symmetric grid of dots is printed. Two people alternately connect the dots by drawing a line between adjacent pairs. When a person completes a square, it is theirs. The one with the most squares wins.

## Pick and Choose

After the title screen is displayed for a few seconds, you will see the Fun Pages Construction Menu. Using the mouse, choose the first puzzle you want printed, or click on Computer Random

Choices, which lets the computer pick. If you didn't opt for Random, a second menu appears. Choose your second puzzle.

Your Fun Page will be printed automatically. You may abort printing at any time by pressing [AL-

ternate] and [Help] simultaneously. Otherwise, when the page is done, you will be given the opportunity to construct another.

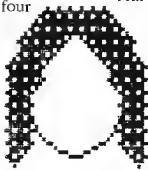
## Setting Up the Printer

The programs expects your printer to be set for 960 pixels per line. To set it, or check it, install the Control Panel accessory which came with your ST. (Put the program CONTROL.ACC in the root directory of your boot disk.) At the Desktop, activate the drop-down menu under Desk. Choose Control Panel.

The Control Panel will appear in the middle of your screen. Click on Install Printer in the lower right hand corner. A list of printer options appears. One is labeled Pixels/Line. Make sure 960 is highlighted. Click on OK, then on the close box of the control panel.

If you want the printer automatically set to 960 pixels per line every time you boot, save the Desktop. Otherwise, always check your printer's options before using Fun Pages. ■

*A. Baggetta has contributed to both Antic and START magazines. He wrote Santa BBS for the December 1988 issue of START.*



## ATARIWRITER 80 ATARI XEP 80

- 80 COLUMN EDITING
- TABLE PRINTER DRIVER
- 30,000 WORD DICTIONARY
- MAIL MERGE
- ON 3 1/2 DISKETTE

**\$49**

- CONNECTS TO ANY COMPOSITE MONITOR
- 80 COL. DISPLAY
- PRINTER INTERFACE

**\$79**

## The Bookkeeper w/ Keypad

- Financial Reports
- Profit, Loss Statement
- Accounts Payable
- Accounts Receivable
- And Many other Features

**\$14.95**



**1020** COLOR PRINTER PLOTTER  
**\$14.95**

- COMPLETE WITH:
- 2 PEN SETS
- 1 ROL. I. PAPER
- POWER SUPPLY & CABLE

EXTRA PEN SETS  
COLOR \$3.98 BLACK \$3.89

**1025** DOT MATRIX PRINTER  
**\$69**

RECON-  
DITIONED

**800** COMPUTER 48K MEMORY  
**\$49**

RECON-  
DITIONED

## HARDWARE & ACCESSORIES

JOYSTICK EXT. CABLES 10'	\$2.95
MONITOR CABLE (GOLD PLT)	\$4.95
BEST JOYSTICK	\$4.95
WICO COMMAND JOYSTICK	\$19.95
WICO THE BOSS JOYSTICK	\$19.95
ATARI TRACK BALLS	\$9.95
ATARI SX212 MODEM	\$79.95
De Re ATARI BOOK	\$7.95
DOS 2.5 W/ MANUAL	\$4.95
600XL (NO Transformer)	\$19.95
400,800,1200XL Transformer	\$14.95
XL/XE Transformer	\$24.95

## DISK DRIVES FOR

Includes FREE:  
Mission Asteroids

**800/XL/XE**

- COMPLETE WITH:
- POWER SUPPLY
- 10 CABLE
- DOS W/ MANUAL

ATARI 810*	SSSD	\$129.00
ATARI 1050*	SSSD	\$179.00
ATARI XF551	DSDD	\$199.00

\* RECONDITIONED

**THE BEST LIGHT GUN**  
FOR YOUR 800/XL/XE

**\$35** OR THE PACKAGE  
LIGHT GUN CRIME BUSTERS CROSSBOW BARNYARD BLASTER

## Best Joystick

**\$4.95**



## CARTRIDGES FOR THE 800/XL/XE

BASIC CARTRIDGE	\$4.95	DEFENDER	\$4.95	DONKEY KONG JR	\$19.95	ARCHON	\$19.95
BASIC TUTOR (2 BOOKS)	\$4.95	FACE MAKER	\$4.95	JUNGLE HUNT	\$19.95	KARATEKA	\$19.95
QIX	\$4.95	MATH ENCOUNTER	\$4.95	MOON PATROL	\$19.95	CHOP LIFTER	\$19.95
PAC-MAN (no box)	\$4.95	DANCE PARTY	\$8.95	BATTLEZONE	\$19.95	GATO	\$24.95
DONKEY KONG (no box)	\$4.95	LOGIC LEVELS	\$8.95	FOOD FIGHT	\$19.95	ACE OF ACES	\$24.95
ET (no box)	\$4.95	MEMORY MANOR	\$8.95	HARDBALL	\$19.95	LODE RUNNER	\$24.95
MISSILE	\$4.95	LINKING LOGIC	\$8.95	FIGHT NIGHT	\$19.95	BARNYARD	\$24.95
COMMAND (no box)	\$4.95	DELTA DRAWING	\$9.95	ONE ON ONE	\$19.95	BLASTER (LG)	\$24.95
GEOR (400,800)	\$4.95	DIG DUG	\$14.95	BASKETBALL	\$19.95	DARK CHAMBERS	\$29.95
CHICKEN	\$4.95	MILLIPED	\$14.95	DESERT TALKON	\$19.95	AIRBALL	\$29.95
SLIME (400,800)	\$4.95	SKY WRITER	\$14.95	NECROMANCER	\$19.95	SUMMER GAMES	\$29.95
CLAM JUMPER	\$4.95	FOOTBALL	\$14.95	RESCUE ON FRAC TALUS	\$19.95	CROSSBOW (LG)	\$29.95
DELUXE INVADERS	\$4.95	ROBOTRON	\$19.95	RAIL BLAZER	\$19.95	EAGLES NEST	\$29.95
JOURNEY TO THE PLANETS	\$4.95	TENNIS	\$19.95	BLUE MAX	\$19.95	CRIME BUSTERS (LG)	\$29.95
STAR RAIDERS	\$4.95	FINAL LEGACY	\$19.95	STAR RAIDERS II	\$19.95	MICROFILM (database)	\$39.95

## DISK SOFTWARE FOR THE 800/XL/XE

DAVID'S MIDNIGHT MAGIC	\$4.95	NATO COMMANDER	\$4.95	HULK	\$4.95	SILICON DREAMS (1050)	\$9.95
SPIDERMAN	\$4.95	CROSS CHECK	\$4.95	ALIEN AMBUSH	\$4.95	JEWELS OF DARKNESS (1050)	\$9.95
CROSSL RAIDERS	\$4.95	MISSION ASTEROID	\$4.95	DROZONE	\$4.95	SILENT SERVICE	\$9.95
REPTON	\$4.95	PREPPIE I	\$4.95	JAWBREAKER	\$7.95	DISPATCH RIDER	\$9.95
RANIMATS (48K 400,800)	\$4.95	THE COUNT	\$4.95	SUMMER GAMES	\$7.95	SILICON DREAMS	\$9.95
CLAM JUMPER	\$4.95	ADVENTURE ISLAND	\$4.95	HEY DIDDLE DIDDLE	\$4.95	THE NEWSROOM	\$15.00
DECISION IN THE DESERT	\$4.95	SECRET MISSION	\$4.95	SOLAR STAR	\$9.95	THE NEWSROOM (1050-64K)	\$15.00
CRUSADE IN EUROPE	\$4.95	WOODOO CASTLE	\$4.95	SPY VS SPY	\$9.95	BOOK KEEPER	
KENNEDY APPROACH	\$4.95	STRANGE ODYSSEY	\$4.95	TOP GUNNER COLLECTION (3 GAMES)	\$9.95		
CONFLICT IN VIETNAM	\$4.95	REPTON	\$4.95				

## The Atari Portfolio



Built In: Lotus Comp.  
Spread Sheet, Appointment  
Calendar w/Alarms, Text Processor, Database  
w/Dialer, Calculator, IBM Dos Compatible  
The Size of a Video Cassette

Also Available **Only \$347**

Printer/Xfer Interface	\$49.95	RamCard 64K	\$99.95
Serial Interface	\$79.95	RamCard 128K	\$199.95
RAMCARD 32K	\$79.95		

## An Educational Deal

CBS Linear Equations  
CBS Fractions: X +  
Math Encounter

**\$4.95**

**NUMERIC KEYPAD**  
**\$9.95**  
**W/Software**



## The Newsroom

Design,  
create and  
print your  
own news-  
papers!

**\$15**

Atari 800XL, XE Systems Only  
Requires Atari 1550 or Compatible  
and Graphic Printer  
May be used with most popular  
microfilm readers. Atari 800





## FLAT RATE \$5.00 SHIPPING

C.O.D.'s are \$10.00

ON ALL GROUND ORDERS IN THE  
CONTINENTAL U.S. \*\*



## BLANK DISK SPECIAL

3.5 BULK PACKS WITH LABELS

1 - \$99 25 - \$24.75 1000 - \$750.00

## MEMORY UPGRADES

Z-Ram 3-D	2/4Meg	\$149.95
NEW WORLD UPGRADE	2/4Meg	\$139.95
ARCO BOARD	1/2/4Meg	\$169.95
JRI SIMM Upgrade	1/2/4Meg	\$139.95

## ATARI

## 1040ST

## & Software Deal

1040SIFM & Software \$699

Mega 2 ST & Software \$1199

Mega 4 ST & Software \$1699

Included With Every ST Purchase!

Art & Film Director, Sub Battle, Death Sword, Battle Ship, Champ. Wrestling, Dive Bomber, Final Assault, Metrocross, World Games, Impossible Mission.

Jinxter, Tower Toppler, Golden Path\*, Sentry, StarGlider, Tracker\*, The Pawn, Advanced Art Studio, Guild of Thieves, Knight Orc

## PCBoard Designer \$49

Reg. \$199.95

## HARDWARE ITEMS

JRI GENLOCK SYSTEM	\$650
ST/IME MODULE	
Battery Backed up Clock	\$59
Migraph Hand Scanner	\$499
R/C Aerocopter Simulator	\$199
Turbo16 by Fast Technology	\$299
Moniter Monitor 19" Display	\$2099
Cordless Mouse	\$129

## FAX US YOUR ORDER! FOR FASTER SERVICE PLEASE INCLUDE:

- \* NAME
- \* BILL TO ADDRESS
- \* SHIP TO ADDRESS
- \* PHONE #
- \* ITEMS YOU WISH TO PURCHASE

VISA / MASTERCARD  
ORDERS ONLY

CARD ADDRESS MUST MATCH  
BILL TO ADDRESS

(408) 224-8574

## EPYX Spectacular!

Champion Wrestling	995	Space Station	
Final Assault	995	Oblivion	1995
BattleShip	995	World Games	1995
Sub Battle	1495	Karate	1995
Tower Toppler	1495	California Games	1995
Winter Games	1995	The Games (Winter)	1995
Death Sword	1995	Boulder	1995
Mission Impossible	1995	Dash	1995
Age of Rage	1995	Dive Bomber	1995
Devon Aue	1995	Metrocross	1995
		Techno-Cop	1995
		Art Film Director	1995

Retail Price \$30 to \$100

## Buy All 20 Epyx Titles For A Super Deal of \$199.95

## THE BEST MOUSE

REPLACEMENT MOUSE FOR  
THE ST!



\$49

## RAINBIRD TITLES ST

Golden Path*	99c
Knight Orc	\$9.95
Tracker*	\$19.95
Advanced Art Studio	\$9.95
Guild of Thieves	\$9.95
The Pawn	\$9.95
Jinxter	\$9.95
Sentry	\$9.95
StarGlider	\$9.95
Universal Military Simulator	\$14.95
Carrier Command	\$19.95
ALL ITEMS REG. \$39.95 - \$49.95	

## SPECIAL SOFTWARE SALE ST

HIT DISK (4 games)	Reg. \$59.95	NOW! \$19.95
GOLDEN PATH II	Reg. \$39.95	NOW! \$19.95
INVASION	Reg. \$29.95	NOW! \$19.95
SOCCER	Reg. \$39.95	NOW! \$14.95
ZERO GRAVITY	Reg. \$29.95	NOW! \$14.95
TETRA QUEST	Reg. \$29.95	NOW! \$14.95
PUNCH OUT	Reg. \$49.95	NOW! \$19.95
DMD RETRIEVE	Reg. \$49.95	NOW! \$19.95

## EMULATORS FOR YOUR ST

PC DITTO II	\$Call
PC SPEED	\$399
MAGIC SAC PLUS w/Roms	\$79.95
SPECTRE 128	\$169.95
SPECTRE GCR	\$299.95
MAC ROMS 64K	\$19.95
MAC ROMS 128K	\$149.95

## SAN JOSE COMPUTER

T H E A T A R I S T O R E

640 BLOSSOM HILL RD. SAN JOSE, CA 95123

STORE (408) 224-8575 • FAX (408) 224-8574

\*\* SHIPPING: ADD \$5.00 FOR PREPAID ORDERS, OR \$10.00 FOR C.O.D. ORDERS. AIR AND INTERNATIONAL SHIPPING EXTRA. NO C.O.D. FOR INTERNATIONAL ORDERS, THAT'S IT.

PREPAYMENT USE VISA, MASTERCARD, MONEY ORDER, CASHIER'S CHECK OR PERSONAL CHECK. PERSONAL CHECK MUST CLEAR PRIOR TO SHIPMENT. C.O.D.: CASH, CASHIER'S CHECK OR M.O. ONLY. WARRANTY: 90 DAY WARRANTY ON ALL ITEMS. TAX: CALIFORNIA RESIDENTS ADD 7% SALES TAX.

Prices subject to change without notice.

Brand and/or product names are trademarks or registered trademarks of their respective holders.

Ad produced on an ATARI ST using CALAMUS and printed on an ATARI SIM804 PostScript compatible laser printer.

## REFLECTIONS

BY JIM PIERSON-PERRY

I'm writing this column during the February doldrums — just after the winter NAMM show and prior to a major international music trade show in Germany this March. With new software/hardware products and true multitasking environment coming quickly toward us, it seems appropriate for a quick retrospective of last year's hopes and realities, as well as our usual potpourri of new releases and notes.

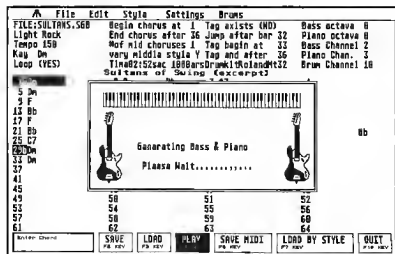
### Progress and Promise

This installment marks the twelfth appearance of the "ST/MIDI Connection," an anniversary of sorts. Back in the January 1989 issue, I fantasized about software applications that I would like to see explored. The categories were: scoring music to video (hit list management), sample resynthesis, new forms of algorithmic composing (especially for real-time interaction/improvisation), intelligent scoring, drum machine programming and a standard multitasking environment.

How have we done since then? Not too badly. **Hitman** and **Hitlist** are software solutions for scoring to video, while more advanced users have the **ADAP II** digital sound workstation. The Avalon sample editor includes a fair start at frequency domain sample editing and

resynthesis. **MIDI Drummer II**, as well as numerous sequencers, provides convenient drum-machine programming solutions. Finally, after several developers created their own

across all product applications. While MIDI-to-MIDI communication is paramount, there is no reason why not to be running a sequencer along with a word processor while being



Sample composition screen from **Band In A Box**, the new algorithmic composition program to create piano, bass and drum accompaniment parts for songs.

versions, Atari has selected the **MIDI-Tasking** multi-application manager from Intelligent Music as their standard. Some new algorithmic composing efforts have come out while new ones lurk in the wings — call this one a draw on prediction. The only clear miss was scoring, where the year saw little activity (particularly relative to exciting new Macintosh software).

OK, bucko, what's next? Here is my condensed wish list for the coming months. First, Atari must work diligently to integrate its newly sanctioned multitasking environment with major software developers

on-line to a BBS. Developers, on the other hand, need to move away from the "Total Workstation" program concept and use smaller, robust modules for individual needs. Massive efforts combining patch editors, scoring, sequencing, etc. into one program are simply too unwieldy. Rather than do a single task well, many are done with numerous compromises. This is where multitasking is vital for interprogram communication. Users benefit from faster learning curves, less resource requirements (only use the parts you need) and easy customization of software systems.

# MIDI-controlled mixing applications are a fast growing interest.

General application areas that need a boost are home music education (theory, performance, critical listening, etc.) and sample editing. The latter will require some form of hardware assist, such as in the new Sound Tools package, for speed and audio quality. A potential sleeper is the canned sequence market, should average home owners begin to discover low cost synth modules as the "next" piece of a stereo system. These sequence libraries (already being marketed by Passport Design and others) are also a Godsend to musicians on gigs without the time to craft their own.

My last bet is that MIDI data-

selection menu that determines which algorithms will be applied. These range from polka, through country to hard rock — 14 choices in all. Band In A Box plays the accompanying parts through MIDI while you jam along and saves its parts in MIDI file format 1 to import into a sequencer program for later tweaking. The quality of the accompaniments is quite good. Fifty song files of all styles are included with the program; an additional 250 song files are available on a MIDI Fake Book. Plans for a future upgrade are to add additional voices for horns and strings.

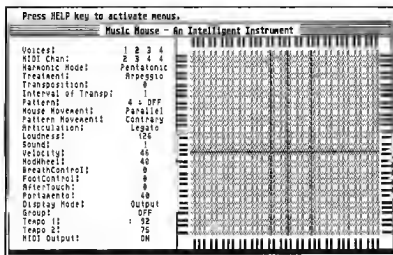
A different beast altogether is Scorpion Systems' **sYbil**, a real-time

(format 0) and accompanies them with expressive graphics displays. Ten styles of graphics are provided including swirling lines, spirals, kaleidoscope, inksplots and more. Not only does it play MIDI files, you can play into it from a MIDI keyboard or even use the ST keyboard (and save your work into a MIDI file). Don't have a MIDI synth? No problem, Music Lights also works fine just by playing the ST internal speaker — particularly good for demoing the ST sound/graphic abilities. Also announced was **Rhythm Time**, the fourth title in MIDImouse's educational software series.

MIDI-controlled mixing applications are a fast growing interest. Two new releases hit the opposite poles of the user audience: home hobbyist or semi-pro and high-end pro studio. At the introductory level (really the price only — its capabilities go well into the pro level) is the **Audio Control Module** from Steinberg/Jones. This eight-channel mixer sports eight ins, eight outs and a stereo mix with full MIDI control of the faders. It is similar to VCA-controlled mixers but uses a different technology and is reported to be very clean and quiet. Each mixer channel is governed by a real-time MIDI controller message on a specific channel. Taken to the limit, you could gang 16 modules together for a total of 128 mixing channels!

At the high end is the VCA-based **MAGI II** (Mixer Automation Gain Interface), giving SMPTE-locked fader mixing and mute automation for up to 64 faders. Two versions are available: the basic MAGI II (remote unit that connects into your existing console board audio path) and MAGI III (a retrofit for existing mixing consoles). Integral to the systems is controlling software (Atari and Mac versions) that provide graphic mix

Playing screen for **MIDI Mouse**, the software performance instrument by Laurie Spiegel.



processing programs will become far more valuable as musicians learn how to use them. These programs are the offspring of the computer/MIDI union; new software instruments with capabilities that can't be duplicated by unaugmented human musicians.

## New Releases

One of the neatest programs I've seen in a long time is **Band In A Box**, released for the Atari and IBM by PG Music. You type in the chords to a song and the program uses algorithmic composing to derive accompanying piano, bass and drum parts. The fun comes in with a style-

MIDI data processor along the lines of MidiMax and Ultra MIDI. You can use it to control multiple synths or other devices from a single controller, with each responding in a different fashion as you play. Keyboard splits, layers and zoning are snaps to set up and change between notes. Even the ST keyboard can be used as a controller — playing MIDI music and effects by touch typing. To get a better idea of sYbil's potential, you can call a demo hot line at (313) 827-1444.

MIDImouse has released **Music Lights**, an interactive computer graphics link to your home MIDI system. It plays standard MIDI files

displays, cue list editing and MIDI event generation.

Of course, what month would be complete without new patch editors? This time it's Big Noise Software with selections from the new Korg M3r and T-123 series. These are the first dedicated patch editors for these synths in the Atari market.

## Updates

C-Lab is now shipping version 2.2 of its **Creator/Notator** sequencers through U.S. distributor Digidesign. A major new feature is the incorporation of **Soft Link Level 2**, the C-Lab version of a multi-application manager, allowing up to eight other Atari applications to run simultaneously with Creator/Notator (memory permitting). An additional new feature lets you automatically load/play a song at a preprogrammed time and apply the velocity dynamics of one track to another.

**Master Tracks Pro** version 3.5 is available from Passport Design. This version fixes a TOS 1.4 incompatibility with certain mouse double-click actions and is — deep breath now — not copy protected. Thank you Passport for your vote of confidence!

On the patch editor side, Dr. T has released version 1.1 of **X-OR**, the first generic patch editor program for the Atari. You can now dump entire patch banks into a patch library, rather than enter them one at a time. Support for multi-timbral synths is greatly improved with automatic tracking of MIDI channel, etc. **E-OR**, the development program to create new instrument profiles now comes with X-OR. Currently, profiles exist for over 50 instruments — most providing full patch/performance editor support.

## Staccato Notes

Good news for those of you with the Atari SLM804 laser printer. The **Laser Brain Epson emulator** (available on both GENIE and CompuServe) has

been released into the public domain by Atari. This works well with scoring programs such as **EZ-Score Plus** from Hybrid Arts to get output from the laser. Resolution is not 300 dpi but is considerably crisper. And, of course, it's faster than going through a dot-matrix ribbon printer.

Anyone with an interest in learning how to program synth patches should make a point to follow Lorenz Rychner's continuing series in *Music Technology* magazine. Synths described in past issues include the DX7, TX81Z, D110, M1, K1 and K4. Another continuing column (on a more sporadic basis) in the same mag is on advanced sampling techniques by guru Chris Meyer. Both are full of information and do-it-yourself exercises.

Dr. T has picked up distribution of Laurie Spiegel's **Music Mouse** program (formerly handled through Aesthetic Engineering). This is an algorithmic composition program, particularly well suited for live performance.

## From the Roundtable

There are a few new additions worth mentioning in the MIDI Roundtable library of the GENIE BBS. First is

**SEQUENCR** (library program #1045), a full-fledged 16-track sequencer put into the public domain. This program runs on all ST/Mega models in either medium or high resolution. I found only one problem — it looks for its resource file (**SEQUENCR.RSC**) only in drive A. If not found, the program bombs. Just be sure to keep a copy of the file on a floppy in Drive A and all will be well.

Confused about generic patch editor claims? Try them for yourself with the demo versions of **X-OR** (#805) and **GenEdit** (#988, #989). Another demo worth evaluating is **BOSSDEMO** (#963, #964), a trial version of the MIDI BOSS system control and real-time mapping program from Johnsware (who also maintains Category 22 in the MIDI Roundtable Message Board, should you have questions).

Finally, those of you with the popular D110 multi-timbral synth may appreciate the **XPATD110 patch file conversion program** (#984). It accepts patch files in Dr. T, MIDI-Mouse, Omnibanker, GenPatch and MIDIEX formats and can translate them into Dr. T, MIDI-Mouse and MIDIEX formats. ■

## PRODUCTS MENTIONED

**M3r Patch Editor**, \$119.95. **T-123 Patch Editor**, \$119.95. Big Noise Software, Inc., P. O. Box 23740, Jacksonville, FL 32241, 904/730-0754.

**MIDIMax**, \$49.95. Codehead Software, P. O. Box 74090, Los Angeles, CA 90004, 213/386-5735.

**C-Lab Creator**, \$349. **C-Lab Notator**, \$649. **Sound Tools**, \$2.995. Digidesign, 1360 Willow Run, Suite 101, Menlo Park, CA 94025, 415/327-8811.

**Hitman**, \$99. **Music Mouse**, \$79.95. **X-OR**, \$299. Dr. T's Music Software, 220 Boylston Street, Suite 306, Chestnut Hill, MA 02167, 617/244-6954.

**ADAP II**, call for price. **EZ-Score Plus**, \$149.95. GenEdit, \$249. Hybrid Arts, Inc., 8522 National Blvd., Culver City, CA 90232, 213/841-0340.

**MAGI II**, call for price. J. L. Cooper, 1931 Pontius Avenue, West Los Angeles, CA 90025, 213/473-8771.

**Music Lights**, \$49.95. Rhythm Time, \$69.95. Ultra MIDI, \$229.95. Midimouse Music, Box 272-A, Rhoadesdrian, OR 97049, 503/622-4034.

**Hitlist**, \$199.95. **MIDI Drummer II**, \$90. MusicSoft, 30 North Raymond, Suite 505, Pasadena, CA 91103, 818/449-8838.

**Master Tracks Pro**, \$395. **Upgrade to version 3.5**, \$10 with old master disk. Passport Designs, Inc., 625 Miramonte Street, Half Moon Bay, CA 94019, 415/726-0280.

**Band In A Box**, \$59. **MIDI Fake Book**, \$29. PG Music, 266 Elmwood Avenue, Suite 111, Buffalo, NY 14222, 416/528-2368.

**sYbil**, \$299. Scorpion Systems Group, 836 Page, San Francisco, CA 94117, 415/864-2956.

**Audio Control Module**, \$479. **Avolon**, \$349. Steinberg/Jones, 17700 Royner Street, Suite 1001, Northridge, CA 91325, 818/993-4091.

# WORDFLAIR

## One Package, Five Programs

BY DAN FRUCHEY

**W**hat if I offer you a unique new product that can process text, mathematical formulas and database information all at once? Interested? What if that same program also correlates the data and generates graphs and charts that express the results? Intrigued?

I'll add multiple fonts, graphics importing and options to create lines and boxes in a variety of styles. I'll throw in the most commonly re-

quired database/spreadsheet/graph generator/desktop publishing program from Goldleaf Publishing, Inc. (formerly Blue Chip International). It's one of the products I've been waiting for since the day my computer arrived. And it's almost worth the wait.

### Up and Running

Wordflair runs in medium or high resolution on any ST or Mega with 1MB of RAM and a double-sided disk drive. Printing on a 24-pin or laser printer requires a second disk drive

### AT A GLANCE

<b>Program:</b>	Wordflair
<b>Type:</b>	Document processor
<b>Company:</b>	Goldleaf Publishing, Inc. 7700 Larkspur Landing Circle, Suite 199 Larkspur, CA 94939 415/381-7717
<b>Price:</b>	\$99.95
<b>Requirements:</b>	ST with at least 1MB of RAM Double-sided disk drive

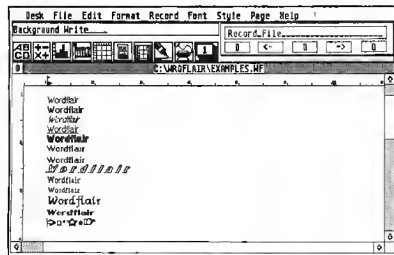
and page templates are on disk.

Wordflair uses GDOS fonts and drivers to produce high quality screen and printer output. Since each monitor and printer requires a different configuration, you need to customize a working disk. The one-time installation procedure takes approximately 10-15 minutes.

As a bonus, the disk includes a customized version of Codehead Software's G+Plus, a GDOS substitute that's faster and less error prone.

### Word Processing

Wordflair acts primarily as a word processor with desktop publishing capabilities. It has all the standard word-processing options: search and replace, block copy, cut and paste, headers and footers, page number placement, adjustable margins, ▶



**Goldleaf's Wordflair is a true WYSIWYG document processor that allows multiple typefaces and point sizes.**

quested desktop publishing functions, processing speeds that equal or exceed other word processors and outstanding print quality. Sounds too good to be true, doesn't it?

Let me introduce you to Wordflair, the unique new word processor/

and the manufacturer recommends a hard disk and monochrome monitor.

The 223-page manual is clearly written and easy to read. Hints, tutorials and helpful ideas abound in a format that won't strain your eyes or comprehension. Sample documents

format rulers and predefined U.S. and European page sizes. You can type in your documents directly or load imported ASCII files.

The latest version of Wordflair does not include a spell checker or thesaurus, but commercial products that are currently available work well with the program. Goldleaf plans to publish a set of their own and offer them at a substantial discount to registered owners.

## Desktop Publishing

Wordflair performs many basic publishing functions. You can create multicolumn page layouts, define automatic paragraph indentation, frame regions with round- or square-cornered boxes of variable thickness and create freely adjustable columns and grids.

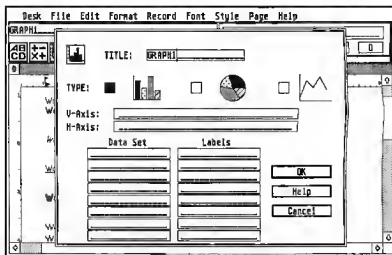
Graphics can be imported in metafile (.GEM) and image (.IMG) formats. You can move, stretch, align, group and copy graphics at any time. A snap option and a handy T-bar alignment tool are always available to aid in placement of graphics or regions.

deviation. All you need to do is select a formula and plug in the numbers.

## Graph

Wordflair creates bar, pie and line graphs. It uses data entered through the graph function, or imported from the database and/or calc functions.

**Wordflair processes more than words. The integrated package includes a database, calculator and a graphing function (shown here). An upgrade, due out soon, will include a thesaurus and spell checker.**



Up to eight different pieces of data are displayed at once. Horizontal and vertical axis titles can be changed at will and explanatory display labels are allowed on each piece of data used.

Wordflair will automatically assign grey scales to differentiate pieces of data, and generate a legend.

but it's not the ultimate program. If you need a word processor, you'll be extremely pleased with Wordflair. It's fast, flexible and easy to use. But in desktop publishing, data processing, graphs and spreadsheets, its abilities are limited.

Wordflair meets my math needs quite handily, but I would never recommend it for corporate finances. It's fantastic for creating simple newsletters, but a publisher would be dismayed by its limited layout capabilities.

Wordflair is ideal for the small business or individual who needs the abilities of several products and doesn't want to spend the time and money buying and learning multiple programs.

Yes, there are products that perform individual functions equally well or better. Wordflair's strength is that its functions work together, in one program, instead of five. ■

*Dan Fruchey is a paramedic and clip-art entrepreneur who lives in Santa Rosa, Calif. He wrote the word processor comparison for the April 1990 issue of START.*

# Wordflair's five functions work together.

## Database

The database accepts user defined parameters. Data field length is freely adjustable. Mail merge is easy. The data can be printed or used with the graph and calc functions.

## Calc

Calc functions retrieve information from the database, perform computations, then send the results to be used in graphs or for further calculations. You can create simple spreadsheets, prepare income reports and more. Many formulas are predefined, including those for averaging, exponentiation, rounding, square root and standard

## Printing & Extras

Wordflair lets you configure your printing preferences: margins, tabs, paragraph indentation, columns, rulers, fonts, frames, lines and grids. Next time you run Wordflair, everything is set to your liking.

Drivers and fonts for common 9- and 24-pin printers are included with Wordflair and more are being written. The program works great with Atari's laser printer; pages normally print in less than 30 seconds.

If a document is too large to print (too many fonts or graphics, etc.) Wordflair will deactivate the printer driver to free up RAM. This gives you



# THE CATALOG™

**Quality Products You Can Trust**



## CYBER TEXTURE™ The Object Raster Master

*by David Ramsden*

Turn your DEGAS or NeoChrome pictures, or CYBER PAINT animations into CAD-3D objects with CYBER TEXTURE. Imagine a DEGAS picture pasted around a CAD-3D object—with CYBER TEXTURE, you can do it! It even includes a mobius strip! And with CYBER CONTROL, CYBER TEXTURE objects can be animated for mind-boggling f/x!

*Requires: 1 Megabyte RAM, a color system, CYBER STUDIO, and a source of low-resolution color images compatible with DEGAS or NeoChrome (such as CYBER PAINT).* CYBER CONTROL is recommended for animating objects; CYBER PAINT is recommended for animating surfaces.

STO263 \$49.95

## CYBER SCULPT™ The Advanced 3D Modeling Tool™

*by Tom Hudson*

Create the most fantastic shapes imaginable with CYBER SCULPT—the mouse-controlled, 3D solid-object modeler featuring sophisticated tools previously found only on high-end workstations. CYBER SCULPT adds push, pull, twist, and bend tools to the basic spin and extrude features found on CYBER STUDIO. The possibilities have now become endless!

CYBER SCULPT includes cross-sectional modeling for shapes like boat and airplane hulls, or dimensional topography. Variable magnification, spline path extrude and spin are only a few of the many sophisticated options. More include: object distortion; vertex pulling; magnetic distortion; cross-sectional model creation; complex and simple extrude with end-capping; 3D mirroring; 3D primitives; and 2D/3D coordinate display.

*Requires: 1 Megabyte RAM and CYBER STUDIO*  
STO255 \$89.95

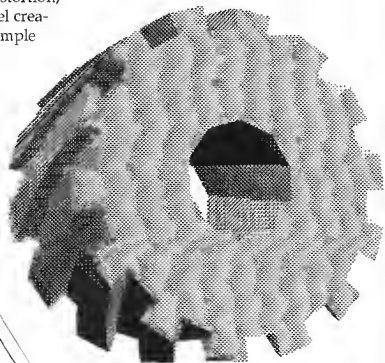
**BEST SELLING  
SOFTWARE**

## CYBER CONTROL™ The CAD-3D motion control language

*by Tom Hudson*

Create animations automatically in hours that would normally take days. Expand and enhance your ST graphics universe with this animation scripting language that locks into any CAD-3D 2.0 feature. Write your own BASIC-like programs with CYBER CONTROL™ using CAD-3D as a "graphics engine." Just start the program and walk away—your ST and CYBER CONTROL will do all the work!

*Requires: CYBER STUDIO*  
STO250 \$59.95 NOW \$49.95



**BOTH FOR ONLY \$119.95**

**ORDER NOW**

TOLL-FREE

800-234-7001

MasterCard/Visa Orders Only - All 50 States





Two frames of CYBER STUDIO animation without CYBER PAINT enhancement. The same two frames are shown below them, after a CYBER PAINT touch-up.

## CYBER PRINT

Great color prints from an affordable printer--DEGAS\*, NEOchrome\*, CYBER, and even SPECTRUM 512!

by Larry Bergen

At last! Color printouts of SPECTRUM 512, pictures! Fabulous, full color, accurate, detailed, beautiful pictures, all from the low-cost Okimate 20 printer.

If you need color printouts, CYBER PRINT makes the Okimate 20 the only choice. Three years of ongoing development has produced the best printing combination available for under \$5,000: CYBER PRINT, the Okimate 20, and your ST.

CYBER PRINT prints in three sizes; up to 32 pictures per page. Join individual pictures together invisibly into montages of incred-



ible detail. No matter which paint software you use, CYBER PRINT is the hardcopy solution!

Requires: 1 megabyte RAM, a color system, and an Okimate 20 printer  
ST0264-\$49.95- NOW \$39.95

### ORDER NOW

TOLL-FREE  
800-234-7001

MasterCard/Visa Orders Only - All 50 States

## CYBER PAINT™ 2.0

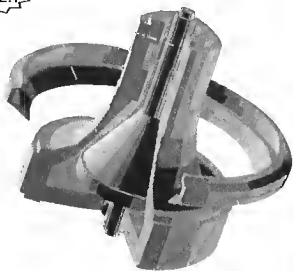
The pro animation studio

by Jim Kent

This program does it all! CYBER PAINT 2.0 is an animation system; a time-oriented paint program; a "cel" (celloid) animation program; and a digital optical printer.

CYBER PAINT 2.0 contains all the standard paint tools—box, brush, rubber, line, fill, etc.—but adds the dimension of time animation. Images spin and glide around the screen like a magic carpet. Special features include a pixel f/x menu; palette change per frame and cut & paste color range; and an automatic traveling mask. All these features make CYBER PAINT 2.0 the fastest possible way to create professional looking animations.

Requires: 1 Megabyte RAM & Color Monitor (Upgrade from CYBER PAINT 1.0 \$25.00 plus original disk)  
ST0251-\$79.95- NOW \$69.95



"Antic's CAD-3D™ is one of the best programs I've seen for the Atari ST\* or anything else."

—Jerry Pournelle

BYTE MAGAZINE



## CYBER STUDIO™

A two disk set featuring:

- CAD-3D 2.0 by Tom Hudson
- CYBERMATE™ by Mark Kimball

CYBER STUDIO is an intuitive 3D solid-modeling design system that has no limits. Sophisticated enough for professional artists, advertising agencies, and design firms—yet friendly enough for home and personal use. Let your creativity soar with the DEGAS\*-style color design system; graphic lighting controls; enhanced spin, extrude and join tools; and GDOS output that supports laser and dot matrix printers.

CYBERMATE is a "post production" animation editing language that features sound effects; title generation and text display; sequence looping, cuts fades and dissolves; and color cycling animation.

Requires: 1 Megabyte RAM (Upgrade from CAD-3D 1.0 \$60.00 plus original disk and \$5.00 shipping and handling)

ST0236-\$89.95- NOW \$79.95



### Practical

#### Multitasking for your ST

by Double Click Software

SHADOW is like having two computers. It's a telecommunications program that runs in the background, freeing your ST to do other things during those long uploads and downloads.

Change programs, resolutions, use disk drives, press System Reset—SHADOW survives it all and continues your transfer, uninterrupted.

SHADOW operates as a stand-alone program complete with a VT52 terminal and background auto-dialer, or works with FLASH

"FLASH is my #1 choice on the Atari ST."

—Ron Luks, Founder of CompuServe's SIG\* Atari and Atari Developers' Forum.

to provide the easiest, most powerful telecommunications environment you'll ever use.

New! Version 1.1 has many new enhancements, including a special mode so transfer buffer memory can be used and released, as needed. Ideal for computers with limited memory.

ST0259 \$29.95

### FLASH™ 1.6

#### The most popular ST terminal program!

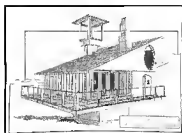
by Joe Chiavazza and Alan Page

Simplify your online time and make telecommunications more enjoyable and less expensive! If you own a modem, you should be using FLASH—totally programmable plus built-in word processing; terminal emulation and bullet-proof file transfers. FLASH is packed with features including intelligent, programmable macro ("do") files; a capture buffer large enough to record an entire online session; and the capacity to support most major protocols.

ST0220 \$29.95

**BOTH FOR ONLY \$49.95**

## Complete your collection of CYBER GRAPHICS Design Disks



### Architectural Design™

by Darrel Anderson

Requires: CAD-3D 1.0 or CYBER STUDIO

ST0243

### INTERIOR DESIGN DISK

#### The All-Purpose Home Planner By David Stuart

Now that you've built your dream house with the ARCHITECTURAL DESIGN DISK, it's time to furnish it. This is an interior decorator's dream come true! Couches, drapes, sinks, refrigerators, dressers, everything can be easily customized to fit your personal needs.

Requires: CYBER STUDIO

ST0265

Create and fill your 3D graphics universe with the complete library of Antic Software's design disks. From architectural renderings to animated video cartoon characters, these disks will bring your video creations to life! All contain a potpourri of sophisticated 3D clip art and component parts. A real bargain at \$29.95 each!

**Choose Any 3 and Pay Only \$59.95**

### MORE CYBER GRAPHICS DESIGN DISKS

ST0232 *Future Design™* by Darrel Anderson (c)1986  
Requires: CAD-3D 1.0 or CYBER STUDIO

ST0234 *3D Fonts I™* by Tom Hudson (c) 1986  
Requires: CAD-3D™ 1.0 or CYBER STUDIO™

ST0254 *3D Fonts II™* by Doug Thomas (c) 1987  
Requires: CAD-3D 1.0 or CYBER STUDIO

ST0256 *Cartoon Design™* by Maurice Mulneaux and Andy Eddy (c)1987  
Requires: CYBER STUDIO, CYBER CONTROL™ recommended

ST0261 *Video Tinting Design™* by Maurice Mulneaux and Andy Eddy (c)1987  
Requires: CYBER STUDIO; CYBER CONTROL™ recommended; CYBER PAINT™ for special f/x

**Choose Any 3 and Pay Only \$59.95**

T O L L - F R E E

**800-234-7001**

MasterCard/Visa Orders Only - All 50 States



### Human Design™

by Richard Berry

Requires: CAD-3D 1.0 or CYBER STUDIO

ST0242



### THE MICROBOT DESIGN DISK™

by Darrel Anderson

Requires: CYBER STUDIO

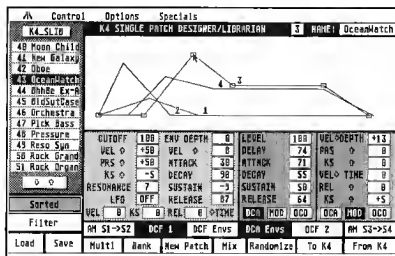
ST0262

Mail To: The Catalog, 544 Second Street, San Francisco, CA 94107.

# Products Update

## K4 Voice Development System

The K4 Voice Development System from Musicode integrates an editor, librarian and sequencer to support all areas of the Kawai K4 synthesizer.



The **K4 Voice Development System** from Musicode lets ST users obtain the maximum from their Kawai K4 synthesizer. The K4 VDS integrates an editor, librarian and sequencer to support all areas of the K4 instrument.

Users may edit single- and multi-patches, and the effects, output and drum sections of the K4. The program has quick, clear displays, click-and-drag

graphic-envelope editing and provides for easy organization of your patches within libraries and banks where you may use sort, filter, copy, swap and delete functions. And the powerful sequencer is always available from any point in the program.

K4 Voice Development System, \$99. **Musicode, 5575 Baltimore Drive, Suite 105-127, La Mesa, CA 92042.**

## Federation

Spotlight Software and Electronic Arts have teamed up to bring you **Federation**, a strategic space trading and combat adventure game for the ST.

Federation combines a challenging starship flight simulator with a sophisticated free-market system to create a unique blend of action and strategy. The player controls a ship equipped with a flexible flight control console, weaponry and a vital communication system. Use the ship's guidance system to dock with space stations or actually land on alien planets. Money buys power and more advanced weapons and shields, so savvy players will wheel and deal with the local populations to get the best possible price for their cargo. The player sets the goal: advance to the rank of Admiral of the Federation of Free Traders or amass the greatest fortune possible.

Federation, \$49.95. **Electronic Arts, 1810 Gateway Drive, San Mateo, CA 94404, 800/245-4525.**

## Harmony

Accolade announced the release of **The Game of Harmony**, an arcade game for the new age in which players must use a combination of strategy and concentration not to annihilate objects on the screen, but to keep them from blowing up. Accompanied by randomly generated musical scores, players control a single sphere on a screen filled with constantly moving, multicolored orbs. Your task is to gather together like-colored orbs.

The Game of Harmony, \$44.95. **Accolade, 550 South Winchester Boulevard, Suite 200, San Jose, CA, 95128, 408/985-1700.**

## ST SCSI Hard Disk Kits

Microvision announces ST/Mega SCSI hard disk kits. The **MV325** and the **MV650** provide 325 million bytes or 650 million bytes of disk storage. Desktop publishing, server and MIDI applications now use this much capacity.

The external chassis matches the ST/Mega style and color. The MV series drives are designed to save desk space with dimensions of 9.5 x 10 x 4.47 inches. The chassis includes a power supply, a rear-mounted micro-cooling fan, one SCSI ID and write protect. Changing the SCSI ID lets drives move easily between systems or daisy chain on a single system.

The MV325 and MV650 use Maxtor mechanisms which couple maximum reliability with ultra-fast 1-million byte/sec transfer rate and an 18ms average access time. Maxtor drives have proven their reliability in mainframe, mini-computer and server systems. The MV series drives are thoroughly tested and come preformatted so they just plug in and run.

MV325, \$1,995. MV650, \$2,995. **Microvision, 18180 Cornell Road, Suite E, Beaverton, OR 97006, 503/690-6639.**

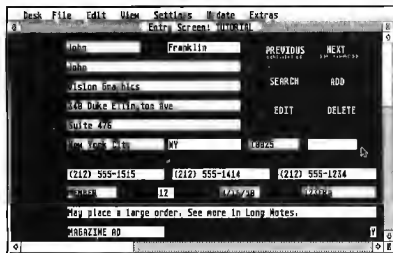
If you have a new product for the ST, we'd like to hear from you. Please send press releases and product photos to **Products Update, START Magazine, 544 Second Street, San Francisco, CA 94107**

## Latouche

**Latouche**, from Psychologi Logiciel, lets users design, load and save keyboard configurations from within their favorite program. It also lets users type accented characters by first typing the accent, then the desired character. All characters in the ST character

set can be used. The program can load a default keyboard at boot time and includes sample keyboards.

**Latouche**, \$14.95. **Psychologi Logiciel Software, C.P. 1522, Embrun, Ontario, K0A 1W0, 613/443-2435.**



**Maintaining mailing lists is easier than ever using Tracker/ST's integrated functions.**

## Tracker/ST

Step Ahead Software has released **Tracker/ST**, an exciting new productivity package designed specifically for the ST.

**Tracker/ST** is a fully GEM-based program that combines mailing list, mail merge and person-tracking features in a single integrated solution. **Tracker/ST**'s mailing list functions include multiple separate mailing lists, the ability to print labels for all names or for names that meet certain criteria, 10 preset label formats (including one for Rolodex cards), the ability to edit, add and save new label sizes and full support for label printing on the Atari laser printer.

**Tracker/ST**, \$79.95. **Step Ahead Software, 496A Hudson Street, Suite F39, New York, NY 10014, 212/627-5830.**

## G.I.M.E. Telecommunications

A new type of telecommunications program and a BBS, which have been in the conceptual and development stages for almost two years, are now available from Micro Creations. These unique applications — **G.I.M.E. Term** and **G.I.M.E. BBS** — boast a method of graphic image transmission that does not suffer from the long and drawn out transfer time of conventional methods such as Vid-Text graphics. Both programs have achieved an object-oriented system that is fast enough to be used routinely in daily on-line messages without becoming tiresome. Because the escape codes the system uses are VT-52 compatible (the ST's native screen protocol), the terminal will be completely compatible with ST BBSs that do not support this new extended graphic format. Sysops should be delighted to hear that the BBS is designed to take advantage of the GEM interface, making the job of running a board much less of an effort and more of a delight. Even the initial starting up of the BBS is a breeze due to the click and drag configuration program.

**G.I.M.E. Term**, \$30. **G.I.M.E. BBS**, \$40. **Micro Creations, 4609 Millbrook Way, Bakersfield, CA 93313, 805/397-9414.** ■

### ST/ime \$59.95



Lithium 10-year battery backed-up clock and calendar module that fits in all the STs. Install it under one TOS ROM chip and all your files will be date and time stamped correctly. Comes with digital corner clock display. Frees up your cartridge port. Stop wasting time setting time! 3yr. warranty.

### Z-RAM/2.5 MEG

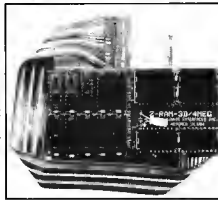
Ultra low-profile solderless 520ST/520STfm 2.5 Meg memory upgrade. Fits under all RF-Shields, including the older 520ST's with external disk-drives. Plug & Play! Comes with 1yr. warranty, detailed manual, Ramdisk software and diagnostics on disk. **\$129.95 w/o RAM** **\$299.95 with RAM**

### Z-RAM/Mega2-to-4

Solderless **Mega2** RAM upgrade to 4 Meg. Plugs into the back of the Mega2 and will not interfere with internal hard-drives. The easiest way to upgrade your Mega2 without soldering! Comes with complete instructions and diagnostics. **\$149.95 without RAM** **\$319.95 with RAM chips**



### ST MEMORY UPGRADES



### Z-RAM 3-D/4MEG

520STfm/1040 2.5 to 4 Megabyte Solderless Memory Upgrade Kit

Innovative 3-D double-decker boards fit into the video-shifter metal box of the ST. Memory diagnostics and Ramdisk software included. 1yr. warranty and 30-day money-back guarantee. Super reliable data and ground connections make this the upgrade board for your ST.

**OK(no chips) \$149.95**  
**2.5Meg \$319.95**  
**4Meg \$549.95**

### ZUBAIR INTERFACES, INC

5243-B Paramount Blvd.  
Lakewood, CA 90712  
Tel: (213) 408-6715  
Fax: (213) 408-6748

## Advertisers List

	PAGE NO.		PAGE NO.
1ST STOP .....	12	GT SOFTWARE .....	96
ACCUSOFT .....	96	IMAGEN .....	13
ANDY'S MUSIC .....	72	INDEX LEGALIS .....	71
ANTIC SOFTWARE .....	8,57,79,89	ISD MARKETING .....	4
ATY .....	96	KONYO .....	BC
AVANT-GARDE SYSTEMS .....	40,96	MARK WILLIAMS .....	6
BETACAD .....	63	MEGAMAX .....	IBC
BRANCH ALWAYS SOFTWARE .....	75	MICROTYPE .....	38
BRADEN RAY .....	27	MIGRAPH .....	3
BRE SOFTWARE .....	98	NICE & SOFTWARE .....	34
BUCKLEY ELECTRONIC .....	96	PANTHER GAMES .....	5
CARTER GRAPHICS .....	18	PASSPORT DESIGNS .....	28
CODEHEAD SOFTWARE .....	74	SAN JOSE COMPUTERS .....	82
COMPUTABILITY .....	14	SOFTWARE DISCOUNTERS OF AMERICA .....	10
COMPUTER GARDEN .....	75	SOFTWARE PLUS .....	71
COMPUTROL INDUSTRIES .....	56	SOFTREK .....	27
DATTEL COMPUTERS .....	77	STEP AHEAD .....	72
DIGITEK .....	2	TALON TECHNOLOGY .....	26
DR. T'S .....	78	TOAD COMPUTER .....	46
DUGGAN DESIGN, INC. ....	47	WASATCH GENEALOGICAL .....	96
GENERAL VIDEOTEXT .....	47	WEDGEWOOD RENTAL .....	56
GOLDLEAF PUBLISHING .....	19	ZUBAIR INTERFACES .....	94

This list is provided as a courtesy to our advertisers. START does not guarantee accuracy or comprehensiveness.

*Be sure to mention START when you call these advertisers*

## Advertising Sales



Western Region  
Advertising Sales Representative

**JOHN FELLNER**

544 Second Street  
San Francisco, CA 94107  
(415) 957-0886

Central Region  
Director of Advertising and Sales

**DENNY RILEY**

544 Second Street  
San Francisco, CA 94107  
(415) 957-0886

Eastern Region  
Advertising Sales Representative

**MICHAEL EVANS**

544 Second Street  
San Francisco, CA 94107  
(415) 957-0886

**Next Advertising Deadline** August Issue: Insertion orders May 4, 1990;

Ad copy due May 10, 1990; On sale July 1990

Address all advertising materials to: Wendy Jahson, Ad Production Coordinator START, 544 Second Street, San Francisco, CA 94107



# START SHOPPERS MART

## CABLES WITH A TWIST

BUCKLEY ELECTRONIC ENTERPRISES is PROUD to ANNOUNCE that the CABLES WE SELL carry a LIFETIME WARRANTY!

3" HARD DISK DRIVE CABLE .....\$18.96  
 6" FLOPPY DISK DRIVE CABLE .....\$15.99  
 10" MIDI CABLES (2) PER PACK .....\$14.76  
 6" MONITOR CABLE, BOTH MONO AND COLOR .....\$18.96  
 6" 36 PIN PARALLEL TO CENTRONICS CABLE .....\$23.96  
 6" NULL MODEM CABLE, MALE/MALE; FEMALE/FEMALE .....\$15.96

We also carry a full line of parts and cables for the do-it-yourselfers. We also make any cable to your specifications. Custom cables carry a 30-day warranty. We are the EXCLUSIVE distributor for WIZARD SOFT, graphic text adventure for the ST. You PAY what we PAY for SHIPPING the items to you.

MasterCard and VISA and C.O.D.'s accepted (NO SURCHARGE). Credit cards charged the day the shipment leaves our store. Hours are Monday-Friday 9am-4pm, weekend time. 0-1 call after hours and leave a message. WE WILL RETURN YOUR CALL!

Call 1 (413) 538-7060

Buckley Electronic Enterprises  
 Northampton MA 01060

ATY Computer 3727 13th Ave.  
 Oakland CA 94610  
 ST Specialist (415) 482-3775

**Super Buy!** \$208TEM with double sided drive only \$369  
 30MB hard disk, Megafile30 only \$499

### Lowest prices on ST's and Mega's

1040ST	\$659	Mega2	\$1159
1040 + color	959	Mega2 + color	1449
1040 + mono	799	Mega2 + mono	1279
color monitor	339	Mega4	1579
mono monitor	159	Mega4 + color	1809
2 Sided Drive	199	Mega4 + mono	1699
85MB hard disk	795	Portfolio	379

STACY call for availability

### 30 to 40% discount on all Softwares

We carry monitor/mouse/disk master, scanner, printers, cables, 2400B modem, video digitizer, Mac/IBM emulators and plenty more for the ST

call for a free complete listing  
 Store Hours: Mon-Fri 3:30p.m. to 7p.m.  
 Sat and Sun 12p.m. to 5p.m.

## CardFile v1.4

I have looked three years for a program like this  
 I have over 1200 cards in my business file  
 I have the first appointment calendar I actually use  
 CardFile is extremely solid and professional...



- PRG and convenient ACCESSory versions included
- Fast data entry and display of 13-field 'cards'
- Simple but powerful 'filtering' capability
- Print filtered address books and phone lists
- Address envelopes (with return) automatically
- 'Send' addresses into your favorite word processor
- Appointment calendar/diary • Print daily agenda
- Phone auto-dialer • Any color or mono Atari ST
- Spreadsheet and mail merge compatible data files
- Illustrated manual • Only \$25 (shipping included)

Send check or m.o. and mailing address to GT Software  
 12114 Kirtan Ave., Cleveland, OH 44135-3512

## Now! 15,000+ Programs on Your ST!

Run the most popular IBM software such as Lotus 1-2-3, dBase, Word Perfect, and much more!

Write or call for a FREE fact sheet and list of tested software!

pe-ditto II

by

Avant-Garde Systems  
 381 Pablo Point Drive  
 Jacksonville, Florida 32225 USA  
 (904) 221-2904

## Don't Forget....

To Tell Our Advertisers  
 That You Saw Their Ad In

# START



## COMPUTE YOUR ROOTS

The Only Complete Genealogy Package For Atari Computer Systems

### Compute Your Roots for ST's

- Gene Based
- Fast Multiple Field Search
- LDS/Non LDS Forms
- Family Group Sheet
- Marriage Entry Form
- Color/Mono ST 512K min.
- Single Data Entry System
- Automatic Pedigree Links
- Pedigree Chart
- Individual Entry Form
- Custom Sorted Lists
- Many, many more Features

### Compute Your Roots for 8 bits

- Pedigree Charts
- Family Group Sheets
- History Matrix
- Chart Smasher
- Requires disk & Disk Drive
- Col & Print Pedigree Chart
- Simple or Double Density
- Simple & Colorful Menus
- 10 & 15 inch Printouts
- Requires Basic Lang. Cart

To Order send Check or Money Order to the Below Address  
 337 50 Atlas e bit version \$39.95 Atari ST version \$39.95  
 VISA/MC/FORWARD Orders Call 801-461-2807  
 Wasatch Genealogical Software  
 2699 West 7500 South • West Jordan • Utah • 84094

### Shopper's Mart

## THIS COULD BE YOUR AD!

CONTACT:  
 Denny Riley  
 544 Second Street  
 San Francisco, CA. 94107  
 415/957-0886

## START magazine

is the number one guide to the Atari ST. To make sure you don't miss a single issue, subscribe now and have START delivered to your mailbox each month. You'll save over \$99.00 off the single-copy price. See card in this issue for details.

# START CLASSIFIEDS

**PRE-DRIVEN SOFTWARE:** Seldom-used ST games and simulations. Incredible prices, with original documentation. Send S.A.S.E. for listing. M. Bradac, 1348 S. Finley/3U Lombard, IL 60148

**ZUBAIR INTERFACES** announces three new Memory Upgrades and the new ST/Ime, an internal lithium battery backed-up clock calendar. See ad, page 94.



**ELECTRONIC ACCOUNTANT FOR SALE!** COMBINE GEM WITH DATABASE/SPREADSHEET POWER TO CONTROL EXPENSE/INCOME TRANSACTIONS. MINI LEDGER \$39.95 (CALIF. ADD 6.5% TAX). MONO/COLOR/520/1040/MEGA. RASCOM, 22128 NEWKIRK AVENUE, CARSON, CALIF. 90745.

**PUBLIC DOMAIN SOFTWARE.** Largest Selection—Currently Over 850 Disks. Fast Service and Great Support. See our Full Page Ad on page 59. Call Toll Free for our FREE 48 Page Catalog of Atari ST Software and Accessories. Visa/Mastercard/Discover Card Welcome. BRE Software (800) 347-6760, FAX (209) 432-2599.

**SOFTWARE RENTALS.** Call Toll Free from 50 states or write for FREE list. (Please specify computer). Major credit cards accepted. WEDGEWOOD RENTAL, 5316 Woodway Dr., Ft. Worth, TX 76133. 1-800-433-2938

**Antic Software's PHASAR** personal accounting software version 4.0 is available! (see our ad in this issue) 2.0 owners return your original disk with \$69.95 plus \$3.50 s&h. 3.0 owners send \$39.95 plus \$3.50 s&h. . Send for upgrades to : ANTIC SOFTWARE, 544 Second Street, San Francisco, CA 94107; Attn: Customer Service.

**FLEXFORM Business Templates** for Aldus PageMaker 3.X. A full library of professionally designed business forms, \$49.95 per volume plus \$4.50 shipping & handling. ANTIC SOFTWARE, 544 2nd St., San Francisco, CA. 94107. 1(800)234-7001

**Choose from thousands** of PD software programs. SS or DS disk filled with files you want. Send \$4.00 for an extensive library on disk. Jeff Butler 707 Elwell Ave. West Mifflin PA 15122.

**FOR SALE:** Many used ST Games in Excellent Condition with documentation. Also Several Original Games. Send to: BP PA, P.O. Box 2151, Willingboro, N.J. 08046 for Catalog!

**Panther packs a punch!** Panther Games of Australia introduces FIRE BRIGADE. See our display ad on page 5.

**PUBLIC DOMAIN CLIP ART.** Catergorized high-quality collection in IMG format. 40 disks available, \$3.50 SS or \$6.00 DS. Send \$3.00 for Sample DS Disk with IMG Cataloger or write for free catalog. THE KING'S DOMAIN, Box 609-N, Graton, CA. 95444

**GFA BASIC USERS GROUP** WORLD WIDE MEMBERSHIP, MONTHLY NEWS LETTER, AND PROGRAMMING TIPS \$15.00 YEARLY DUES. RASCOM, 22128 NEWKIRK AVENUE, CARSON, CA. 90745

**DIGITEK's** George Johnson announces RINGS OF MEDUSA for the Atari ST. Look to the Inside Front Cover for Digitek's display ad.

**Can your Atari run Macintosh Software?** If so you need Hot Spot the stunning creation, presentation program. For more information Call 1-800-234-7001

**CONSTRUCTION ESTIMATOR 2.00:** Very easy to use, make estimates for a house or small buildings. Create quantity and cost totals. Send \$39.95 to Micheal CO'Massey 9910U. S. 395 North Reno, NV. 89506 ph 702-972-3659.

## BUY SELL TRADE SWAP

### START CLASSIFIEDS

544 Second Street, San Francisco, CA 94107

Telephone (415) 957-0886

Name _____	Company _____
Address _____	Phone _____
City/State/Zip _____	
MasterCard/Visa Number _____	Expiration Date _____
Signature _____	Issue(s) Ad to Appear _____
Number of words _____	Enclosed is my payment for \$ _____

**RATE:** \$2.00 PER WORD—twenty (20) word minimum.  
**BOLDFACE:** Add \$7.50 per line for boldface words or add \$40.00 for the entire ad set in boldface (any number of lines).

**STARS:** Add \$10.00 for one (1) line of six (6) stars \*\*\*\*\* at top of ad  
**TERMS:** Prepayment is required. Check, Money Order, Visa, MasterCard, or American Express is accepted. Make check payable to Antic Publishing.

**FORMS:** Ads are subject to publisher's approval and **MUST BE TYPED**. Please underline words to be set in boldface.

**GENERAL INFORMATION:** Advertisers using Post Office Box numbers in their ads must supply permanent address and telephone numbers. Ad will appear in the most available issue after receipt unless otherwise specified.

**DEADLINE:** 90 days prior to cover date (e.g. March 1990 closes December 1, 1989 - March issue on sale February 1, 1990).

Clip this coupon, attach to typewritten copy and send with remittance to address on the left.

HANDWRITTEN COPY WILL NOT BE ACCEPTED

# BRE Software

Call or Write for our  
**FREE Catalog**

**Lowest Prices**

Order Lines/Catalog Requests: (800) 347-6760

Order Line Hours: Mon.-Fri. 8:00 AM-6:00 PM, Sat. 10:00 AM-5:00 PM Pacific Time

Customer Service/Order Status/Inquiries/Canada Orders: (209) 432-3072

Call with your best price on any Domestic or European software title for the ST, we will meet or beat it and give you a **FREE** Public Domain Disk when you mention this ad.

## Public Domain Software

## ST Software/Accessories



Over 850 Disks Available for the Atari ST

Only \$4.00 Each

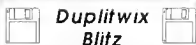
Utilities, Games, MIDI, Applications, Music  
Graphics, Educational, Clip Art and much more

## FREE Disk & Catalog

Receive a coupon good for a **FREE** Public Domain Disk with any purchase when you Call or write for our **FREE** Catalog.

- #87 - Tutorial on GEM Desktop
- #145 - Five Children's Programs (Color)
- #274 - Strip Breakout (Color Only)
- #344 - Two Database Programs
- #388 - Easy to use mailing list program
- #393/394/773/774 - PrintMaster Graphics
- #405 - Depts Elite II Hard Drives
- #402/800 - Disk Labeling Programs
- #443 - Interact RAM Baby
- #444 - RAM Disk/Fire Spoiler
- #456 - Bolo Breakout Game
- #500/800 - Publishing Partner Forms
- #511 - Dungeon Master Maps Levels 1-7
- #512 - Dungeon Master Hints/Character
- #514 - Monochrome Emulator V3.0
- #533 - PrintMaster Plus Graphics/Borders
- #551 - Kid Shapes Ages 2-8 (Color Only)
- #553 - Kid Publisher Ages 4-12 (Color)
- #555 - The Assistant Child
- #557 - Electronic Cookbook (Color Only)
- #557 - Children's Programs (Color Only)
- #564 - Pac-Man Astrological V18 - Astrology
- #567 - H.P. Lenny's Desk Accessories
- #588 - Cad Man, Hangman (Color Only)
- #590 - Dungeon Master Utilities
- #595 - Pictionary Type Drawing Game
- #599/670 - PageStream Fonts
- #650 - Text Output Accelerator
- #657 - Benjamin's ABC's for Kids (DBL)
- #672 - Disk Cataloger/Label Printer (DBL)
- #688/686 - H.P. Lenny's Desk Accessories
- #694 - Turtle Hard Disk Backup V3.0
- #699/802/892 - Hard Disk Utilities
- #699 - Children's Programs: Kid Color, Kid Adder, Kid Story, Kid Sketch
- #720 - Dungeon Master Maps Levels 8-14
- #721 - Drawing Programs
- #722 - Andromeda, Art ST, Megablit V2.8
- #723 - Four Lottery Programs
- #726 - Children's Programs, Numerical Go Around, The Wolf and 7 Kids Adv, MoTerm V14 - Shareware Terminal
- #737 - Calamus Demo (1 Meg/DBL)
- #741 - Copywriter V1.0, Address Book Base
- #746 - Baromials - Listen/Guessing game for ages 6-4 (Color Only)
- #752 - Megablit V2.8 - Shareware Utilities
- #759/758 - Calamus Fonts
- #768 - NetDesk Icons
- #769 - Strip Breakout (Mono Only)
- #790 - Pentimo Strategy Game (Mono)
- #792 - D&D Programs
- #794 - Bloodwych Playable Demo (Color)
- #798 - The Pilot Flight Game (Color Only)
- #799 - PrintMaster Plus Utilities
- #801 - Mail/Envelope Labeling Programs
- #804 - Screen Savers: Mega Accelerator
- #807 - Quick Text V14, Turbo Text Demo
- #810 - Shell V2.5 - V5.0, Screenshot
- #812 - Speed 2.2 Spreadsheet (1 Meg/DBL)
- #814 - 2 NFL Football Analysis Progs
- #815 - Compact Disk Database V11 (Color)
- #816 - 2 Video Tape Databases
- #818 - Populous/Bloodwych Hints, Maps
- #819 - Star Trek written with STOS (Color)
- #821 - Diamond Back/Gogo ST Demo
- #823 - 6 Virus Detection Programs
- #824/825/880/881 - ARC/LZH Utilities
- #826 - IMG Utilities
- #828 - ST Xformer V2.55 - 8 Bit Emulator
- #829 - Vantem V3.8 - Shareware Terminal
- #832 - Duplifix Blitz W Cable Instruction
- #835 - Adventure Game Toolkit (DBL)
- #836 - Shareware Adventure Game Creator for Color and Monochrome
- #851 - Disk Manager V3.2, DC Show! V1.0
- #852 - DC Format V3.02, First Base V1.5
- #867 - John Wayne & Batman Cyberball
- #868 - ST Xformer V3.01/1 Meg/DBL
- #872 - ST Term V5.5
- #875 - Public Printer - Mono Paint Pro for IMG, Degas, NEO like formats
- #883 - Calamus Outline Demo (Mono Only)
- #884 - GDOS Fonts (Monochrome/Pin)
- #885 - GDOS Fonts (Monochrome/24 Pin)
- #886 - Atari ST Subjects (Color) Programs
- #889 - Super Boot V6.0 - All in one boot program. Choose Auto prgs/Accs
- #896 - PageStream V1.8 Demo
- #898 - Chaos Strikes Back Maps
- #899 - Chaos Strikes Back Hints/Walkthru
- #900 - ST Writer V3.4 w/Spill V2.8
- #902 - Grand Prix (DBL/Color)
- #903 - Car Racing Game
- #903 - STOS Games (DBL/Color)
- #906 - Super Breakout V1.0 (Mono Only)
- #907 - Wolf Fair Demo V1.01 (DBL)
- #909 - Pile Up V2.0 - Tetris Clone with added features (Color Only)
- #915 - Super Wolf 24 & Touchdown
- #916 - Animation (Color/1 Meg/DBL)
- #921 - Four Drawing Programs
- #924 - Double Gibson Spectrum Pictures
- #927 - ST Virus Killer V3.1
- #940/941 - Epson Emulator for SLM904 (2 Double Sided Disks)
- #944 - Space Ace Demo (Color)

- BattleTech \$32.95
- Bloodwych \$29.95
- Bloodwych Data Disk \$19.95
- Breach II \$32.95
- Calamus Outline \$189.95
- Clue \$26.95
- CodeHead Utilities \$24.95
- D.A.S.H. \$27.95
- DC Desktop \$28.95
- DC Utilities \$28.95
- Diamond Back \$26.95
- Double Dragon II \$24.95
- Dungeon Master \$24.95
- Chaos Strikes Back \$24.95
- Falcon \$29.95
- Falcon Mission Disk \$19.95
- FatBack \$24.95
- G+Plus \$22.95
- Hillsfar \$34.95
- HotWire \$26.95
- HotWire Plus Maxifile \$39.95
- Hoyle's Book of Games \$24.95
- Maxifile \$24.95
- Miami Vice \$28.95
- MidMax \$35.95
- Monopoly \$26.95
- Omega \$32.85
- Paperboy \$23.85
- Phasar 4.0 \$59.95
- Populous \$31.95
- Populous: The Promised Lands (Requires Populous) \$39.95
- Quarter \$42.95
- Red Storm Rising \$32.95
- Risk \$26.95
- Space Ace \$38.95
- Their Finest Hour \$42.95
- Trump Castle \$26.95
- TV Sports Football \$35.95
- Ultima V \$38.95
- Wordfair \$64.95
- 3 1/2" Pin Feed \$4.50
- Disk Labels (100) \$5.95
- Mouse Cleaning Ball \$5.95
- Mouse/Joy 8" Extension \$4.95
- 10 3 1/2" Disks w/Labels \$8.95
- Megatouch Springs \$9.95
- Functionz \$19.95
- Mouse Master \$25.95
- Monitor Master \$30.95
- Twelve Board \$28.95
- Video Key \$34.95
- Atari Mouse \$29.95
- Cordless Mouse \$89.95
- Super Disk Adapter \$114.95
- (Cable for ST \$10.00)
- Atari SF314 Drive \$159.95
- Future DTGS-100 Drive \$179.95
- IB 5 1/4" Drive \$199.95
- Spectre GCR \$229.95
- Mac 128K ROMs \$129.95
- PC Ditto II \$249.95



**Duplifix  
Blitz**

The Best and Fastest Disk Duplicator for the ST. Backs up a complete floppy disk faster than the ST can format a disk. More powerful than "software only" packages. Includes Blitz Software and Dual Drive Cable.

Requires 2 Disk Drives

**\$34.95**

## ST Xformer Cable

Use with ST Xformer The 800/XI/XE Emulator. Allows you to run 8 bit programs on your ST. The cable allows you to load programs from 5 1/4" disk or transfer them to 3 1/2" disks. With the cable, you can also load protected programs from 5 1/4" disks. Although the Xformer will not run all 8 bit programs, it runs quite a few and is very useful in transferring files from an 8 bit to your ST. Please call for more information concerning compatibility.

**\$19.95**

Receive the latest version of ST Xformer **FREE** purchase of cable when you mention this ad.

Since David Mikhols has released the ST Xformer into the Public Domain, he has made the instruction manual available separately. We have the ST Xformer instruction manual for \$9.95. We also have 8 bit programs ready to use on 3 1/2" disks. See our catalog for more details.

Call for Latest Titles

## The Atari ST Book

of Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega ST begins where the Atari Owner's Manual left off, providing step by step instructions that helps both beginning and experienced users to get the most out of their ST's.

**\$16.95**

**Atari ST Book II:**  
Intermediate and Advanced

## Atari ST Subjects

No Knowledge of Programming Is Required. Topics covered include: Hard Drives, Running IBM Software, Disk Structures, File Recovery, Connecting 5 1/4" Disk Drives, Assembling your own Hard Drive, Backup, File Editing, Binary/Hex/Decimal Codes, ASCII File Problems, Escape Codes and much more!

**\$16.95**

## Intermediate and Advanced Atari ST Subjects



## Super Disk Labeling Special

Includes 200 Air Feed Disk Labels and more than 10 different Public Domain Disk Labeling Programs on 2 disks.

**\$12.95**

Call for our **FREE 48 Page Catalog!**

Introductory Offer - Above Disks Just

**\$2.99 Each**

### Music Studio Package

Over 300 Songs on 7 Disks

Also includes:

4 player programs to play songs

through your ST Monitor or a

MIDI keyboard

Deluxe Piano - Turns your

ST's keyboard into a Piano

**\$16.95**

### Bible on Disk

King James version

A Search program is included

Single Sided Package

(8 Disks) \$34.95

Double Sided Package

(8 Disks) \$24.95



Write to: BRE Software, Dept. SRT, 352 W. Bedford Ave, Suite 104, Fresno, CA 93711

VISA

No Credit Card Surcharge. Visa/MC/Discover \$15.00 Min. COD Orders Welcome. Phone Orders \$20.00 Min. Shipping: P.D. Disks \$3.00 Domain, \$5.00 2nd Day Air, Canada \$3.50 Air Mail, Software Domain \$3.50 min, 2nd Day Air \$5.00 min, Canada \$6.00 min. Hardware/Accessories Domain \$4.00 min. COD Add \$4.50 (48 States Only). Hawaii/Alaska States Only. Call for S/H rates. California residents add 6.75% sales tax. Please allow 2 weeks for personal checks to clear. RMV # required for returns, please call our customer service number. Software items replaced with same title only. FAX (209) 432-2559

MasterCard



# THE WRITE CHOICE FOR YOUR LEFT BRAIN.

Who else gives you high-speed editing of up to four documents at a time, support for graphic proportional fonts, image importation and spell checking, all in one highly intuitive package? — only **Script**.

Produce professional looking letters and documents with ease using different fonts and sizes. Add headers, footers and footnotes — you can even insert the current page number, time or date. Make any text bold, italic, underlined, superscript or subscript. Import and crop graphic images. All of this is done on-screen while you edit. Print the results using the highest resolution of your printer; whether 9-pin, 24-pin, inkjet, or laser.

Using proprietary text imaging routines Script outperforms GDOS based word processors hands down. Wait no more — get **Script**!



# THE ONLY CHOICE LEFT FOR YOUR RIGHT BRAIN.

From fancy letterheads and logos to precision illustrations and image touchup, **Sketch** makes high-resolution painting a breeze.

Use ultra high-speed tools to paint lines, rectangles, ovals and splines (smooth curves). Cut and paste with surgical precision. Create unusual effects such as bending, stretching and distorting. Customize the brush shape, fill pattern, fonts, line style and spray pattern. Work with large images up to 1280 by 1600 pixels. Use the 3D modeler to layout and position objects, then use the painting tools to add shading — no other paint program gives you this ability. So unleash your creativity with **Sketch**!



# The **MASTER 3S** light years ahead of the rest . .

**ATARI® ST™**  
**FULLY COMPATIBLE**

- FULL 1 YEAR WARRANTY
- QUALITY DRIVE MECHANISM
- ON/OFF DISABLE SWITCH
- SMALLER SLIMMER DESIGN
- DIRECT DRIVE MOTOR
- EXTREMELY QUIET OPERATION
- ADVANCED INTERNAL CIRCUITRY
- FCC APPROVED
- READY TO RUN
- LSI ELECTRONICS
- PASS THROUGH CONNECTOR FOR DAISY CHAINING
- DOUBLE SIDED / DOUBLE DENSITY B80K CAPACITY



Let the **MASTER 3S** add new  
dimension to your **ATARI® ST™**.

NEW Optical Mouse  
for **ATARI® ST™**.



**800-356-5178**  
**Inside CA 714- 633-1026**

Distributed by  
KONYO International, Inc. / FAX 714-633-5339



ATARI and ST logo are trademarks of ATARI Corp.

Dealer Inquiries Invited

# THE CATALOG™

**Quality Products You Can Trust**



## **CYBER TEXTURE™** **The Object Raster Master**

*by David Ramsden*

Turn your DEGAS or NeoChrome pictures, or CYBER PAINT animations into CAD-3D objects with CYBER TEXTURE. Imagine a DEGAS picture pasted around a CAD-3D object—with CYBER TEXTURE, you can do it! It even includes a mobius strip! And with CYBER CONTROL, CYBER TEXTURE objects can be animated for mind-boggling f/x!

*Requires: 1 Megabyte RAM, a color system, CYBER STUDIO, and a source of low-resolution color images compatible with DEGAS or NeoChrome (such as CYBER PAINT). CYBER CONTROL is recommended for animating objects; CYBER PAINT is recommended for animating surfaces.*

STO263 \$49.95

## **CYBER SCULPT™** **The Advanced 3D Modeling Tool™**

*by Tom Hudson*

Create the most fantastic shapes imaginable with CYBER SCULPT—the mouse-controlled, 3D solid-object modeler featuring sophisticated tools previously found only on high-end workstations. CYBER SCULPT adds push, pull, twist, and bend tools to the basic spin and extrude features found on CYBER STUDIO. The possibilities have now become endless!

CYBER SCULPT includes cross-sectional modeling for shapes like boat and airplane hulls, or dimensional topography. Variable magnification, spline path extrude and spin are only a few of the many sophisticated options. More include: object distortion; vertex pulling; magnetic distortion; cross-sectional model creation; complex and simple extrude with end-capping; 3D mirroring; 3D primitives; and 2D/3D coordinate display.

*Requires: 1 Megabyte RAM and CYBER STUDIO*  
STO255 \$89.95

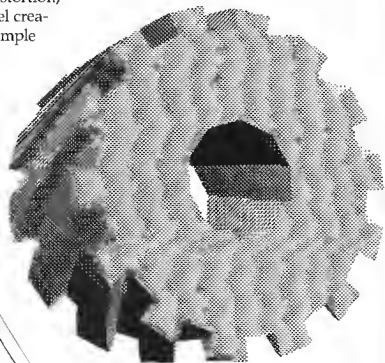
**BEST SELLING SOFTWARE**

## **CYBER CONTROL™** **The CAD-3D motion control language**

*by Tom Hudson*

Create animations automatically in hours that would normally take days. Expand and enhance your ST graphics universe with this animation scripting language that locks into any CAD-3D 2.0 feature. Write your own BASIC-like programs with CYBER CONTROL™ using CAD-3D as a “graphics engine.” Just start the program and walk away—your ST and CYBER CONTROL will do all the work!

*Requires: CYBER STUDIO*  
STO250 \$59.95 NOW \$49.95



**BOTH FOR ONLY \$119.95**

**ORDER NOW**

TOLL-FREE

**800-234-7001**

MasterCard/Visa Orders Only - All 50 States





Two frames of CYBER STUDIO animation without CYBER PAINT enhancement. The same two frames are shown below them, after a CYBER PAINT touch-up.

## CYBER PAINT™ 2.0

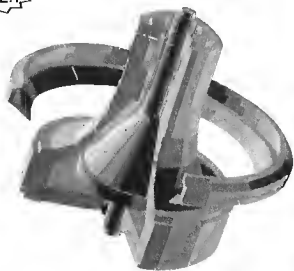
The pro animation studio

by Jim Kent

This program does it all! CYBER PAINT 2.0 is an animation system; a time-oriented paint program; a "cel" (celuloid) animation program; and a digital optical printer.

CYBER PAINT 2.0 contains all the standard paint tools—box, brush, rubber, line, fill, etc.—but adds the dimension of time animation. Images spin and glide around the screen like a magic carpet. Special features include a pixel f/x menu; palette change per frame and cut & paste color range; and an automatic traveling mask. All these features make CYBER PAINT 2.0 the fastest possible way to create professional looking animations.

Requires: 1 Megabyte RAM & Color Monitor (Upgrade from CYBER PAINT 1.0 \$25.00 plus original disk)  
ST0251-\$79.95- NOW \$69.95



"Antic's CAD-3D™ is one of the best programs I've seen for the Atari ST\* or anything else."

—Jerry Pournelle

BYTE MAGAZINE



## CYBER STUDIO™

A two disk set featuring:

- CAD-3D 2.0 by Tom Hudson
- CYBERMATE™ by Mark Kimball

## CYBER PRINT

Great color prints from an affordable printer--DEGAS\*, NEOchrome\*, CYBER, and even SPECTRUM 512!

by Larry Bergen

At last! Color printouts of SPECTRUM 512, pictures! Fabulous, full color, accurate, detailed, beautiful pictures, all from the low-cost Okimate 20 printer.

If you need color printouts, CYBER PRINT makes the Okimate 20 the only choice. Three years of ongoing development has produced the best printing combination available for under \$5,000: CYBER PRINT, the Okimate 20, and your ST.

CYBER PRINT prints in three sizes; up to 32 pictures per page. Join individual pictures together invisibly into montages of incred-



ible detail. No matter which paint software you use, CYBER PRINT is the hardcopy solution!

Requires: 1 megabyte RAM, a color system, and an Okimate 20 printer  
ST0264-\$49.95- NOW \$39.95

**ORDER NOW**

TOLL-FREE  
800-234-7001

MasterCard/Visa Orders Only - All 50 States

CYBER STUDIO is an intuitive 3D solid-modeling design system that has no limits. Sophisticated enough for professional artists, advertising agencies, and design firms—yet friendly enough for home and personal use. Let your creativity soar with the DEGAS\*-style color design system; graphic lighting controls; enhanced spin, extrude and join tools; and GDOS output that supports laser and dot matrix printers.

CYBERMATE is a "post production" animation editing language that features sound effects; title generation and text display; sequence looping, cuts fades and dissolves; and color cycling animation.

Requires: 1 Megabyte RAM (Upgrade from CAD-3D 1.0 \$60.00 plus original disk and \$5.00 shipping and handling)  
ST0236-\$89.95- NOW \$79.95





### Practical

#### Multitasking for your ST

by Double Click Software

SHADOW is like having two computers. It's a telecommunications program that runs in the background, freeing your ST to do other things during those long uploads and downloads.

Change programs, resolutions, use disk drives, press System Reset—SHADOW survives it all and continues your transfer, uninterrupted.

SHADOW operates as a stand-alone program complete with a VT52 terminal and background auto-dialer, or works with FLASH

"FLASH is my #1 choice on the Atari ST."

—Ron Luks, Founder of CompuServe's SIG\* Atari and Atari Developers' Forum.

to provide the easiest, most powerful telecommunications environment you'll ever use.

New! Version 1.1 has many new enhancements, including a special mode so transfer buffer memory can be used and released, as needed. Ideal for computers with limited memory.

ST0259 \$29.95

### FLASH™ 1.6

#### The most popular ST terminal program!

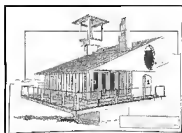
by Joe Chiazese and Alan Page

Simplify your online time and make telecommunications more enjoyable and less expensive! If you own a modem, you should be using FLASH—totally programmable plus built-in word processing; terminal emulation and bullet-proof file transfers. FLASH is packed with features including intelligent, programmable macro ("do") files; a capture buffer large enough to record an entire online session; and the capacity to support most major protocols.

ST0220 \$29.95

**BOTH FOR ONLY \$49.95**

## Complete your collection of CYBER GRAPHICS Design Disks



### Architectural Design™

by Darrel Anderson

Requires: CAD-3D 1.0 or CYBER STUDIO

ST0243

### INTERIOR DESIGN DISK

#### The All-Purpose Home Planner By David Stuart

Now that you've built your dream house with the ARCHITECTURAL DESIGN DISK, it's time to furnish it. This is an interior decorator's dream come true! Couches, drapes, sinks, refrigerators, dressers, everything can be easily customized to fit your personal needs.

Requires: CYBER STUDIO

ST0265

Create and fill your 3D graphics universe with the complete library of Antic Software's design disks. From architectural renderings to animated video cartoon characters, these disks will bring your video creations to life! All contain a potpourri of sophisticated 3D clip art and component parts. A real bargain at \$29.95 each!

**Choose Any 3 and Pay Only \$59.95**

### MORE CYBER GRAPHICS DESIGN DISKS

ST0232 *Future Design™* by Darrel Anderson (c)1986  
Requires: CAD-3D 1.0 or CYBER STUDIO

ST0234 *3D Fonts I/II* by Tom Hudson (c) 1986  
Requires: CAD-3D 1.0 or CYBER STUDIO

ST0254 *3D Fonts I/II* by Doug Thomas (c) 1987  
Requires: CAD-3D 1.0 or CYBER STUDIO

ST0256 *Cartoon Design™* by Maurice Molyneux and Andy Eddy (c)1987  
Requires: CYBER STUDIO; CYBER CONTROL™ recommended

ST0261 *Video Tiling Design™* by Maurice Molyneux and Andy Eddy (c)1987  
Requires: CYBER STUDIO; CYBER CONTROL™ recommended; CYBER PAINT™ for special f/x

**Choose Any 3 and Pay Only \$59.95**

T O L L - F R E E

800-234-7001

MasterCard/Visa Orders Only - All 50 States



### Human Design™

by Richard Berry

Requires: CAD-3D 1.0 or CYBER STUDIO

ST0242



### THE MICROBOT DESIGN DISK™

by Darrel Anderson

Requires: CYBER STUDIO

ST0262

Mail To: The Catalog, 844 Second Street, San Francisco, CA 94107.



# RETROMAGS

Our goal is to preserve classic video game magazines from years gone by, before they are lost forever.



Thanks goes out to everyone who makes this possible. Starting with the original writers and editors, to all the people involved in acquiring and digitizing these magazines.



People interested in helping us out, in whichever way possible. Either by donating magazines, scanning, editing or helping in the distribution, visit us as [www.retromags.com](http://www.retromags.com)



We are only interested in preserving magazines which are published prior to the year 2000.

We have no desire, nor intent to profit from these scans in any way.

So please,  
if you come across people trying  
to sell these releases,

**DO NOT SUPPORT THEM!**

**THANK YOU!**

